Foreword
Tommy Tordsson Björk, Narrative Designer

"There are so many things you can do with a Nazi and a hatchet."

These beautiful words, spoken by our Executive Producer Jerk Gustafsson, I think sums up many aspects about this crazy, wild ride of a game. When Creative Director Jens Matthies and I started working on the storyline for the game many years ago, he stormed into my office one day like a whirlwind (I don't think he did exactly that, but it sounds nice) and wrote a single word on my whiteboard: CATHARSIS. This concept would be the glue that held everything together thematically. This was going to be a story about releasing and purging what's been pent up inside. A violent and emotional journey through hell and back, like a raging forest fire that makes way for new things to grow and thrive.

I met Jens for the first time when I started working at Starbreeze Studios in 2006. Sure, it's a cliché, but I don't think it's far-fetched to say that Jens in many ways exemplifies the "crazy creative genius" type. Almost from the start, I think we sensed a connection there that made our collaboration just click. We've had creative arguments many times throughout the years, of course, but underneath it all we share the same kind of respect for telling a good story, creating characters that you love and care about, being honest to the story you're telling, and respecting the player's motivation. *The New Colossus* is, I would say, the very finest culmination of all that we've learnt and all the mistakes we've made throughout the years.

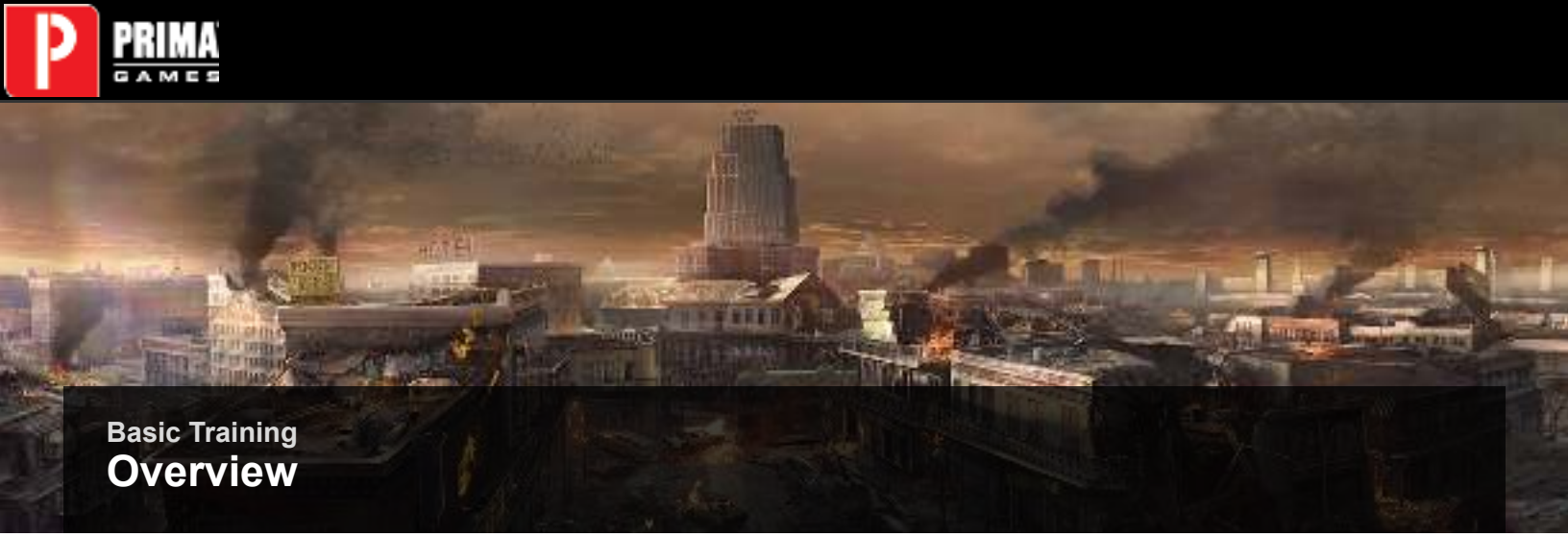
I've never had this much fun writing the story for a game. Throughout the project, I've gone through a series of creative highs and plunged into the uncharted territories of game storytelling. Following the relationship of B.J. and Anya as they fight the Nazi occupation in America. Exploring the war-torn ruins of New Orleans to find remnants of the American Resistance. Seeing all the crazy, warmhearted, funny, weird, and inspiring people of the Resistance form bonds of friendship and love, but also being torn apart by suspicion and doubt. Sometimes it's been almost an overwhelming process, but throughout it all, a feeling inside of me kept coming back again and again: this game will blow people's socks off.

A game like this could not have happened without MachineGames' incredible world-class talent from all the different departments, who put their hearts and souls into this game. Without all these creative people, from coders to concept artists, working on making the world of 1960s America occupied by the Nazis come alive, this wouldn't have been possible. It's a collaborative effort that is greater than the sum of its parts.

Like I said, it will blow people's socks off. I keep thinking of the theme of "catharsis" that Jens came up with when he was driving his Jet Ski down Lake Mälaren outside Uppsala (again, no idea if that's how it happened). How catharsis unites so many aspects of this game, both in terms of story and gameplay. How the ferocious drive of the story pushes you through the game. How the gameplay encourages you to put caution in the backseat and just go wild, whether it's by shooting Nazis with a high-powered laser beam or dismembering them with an axe.

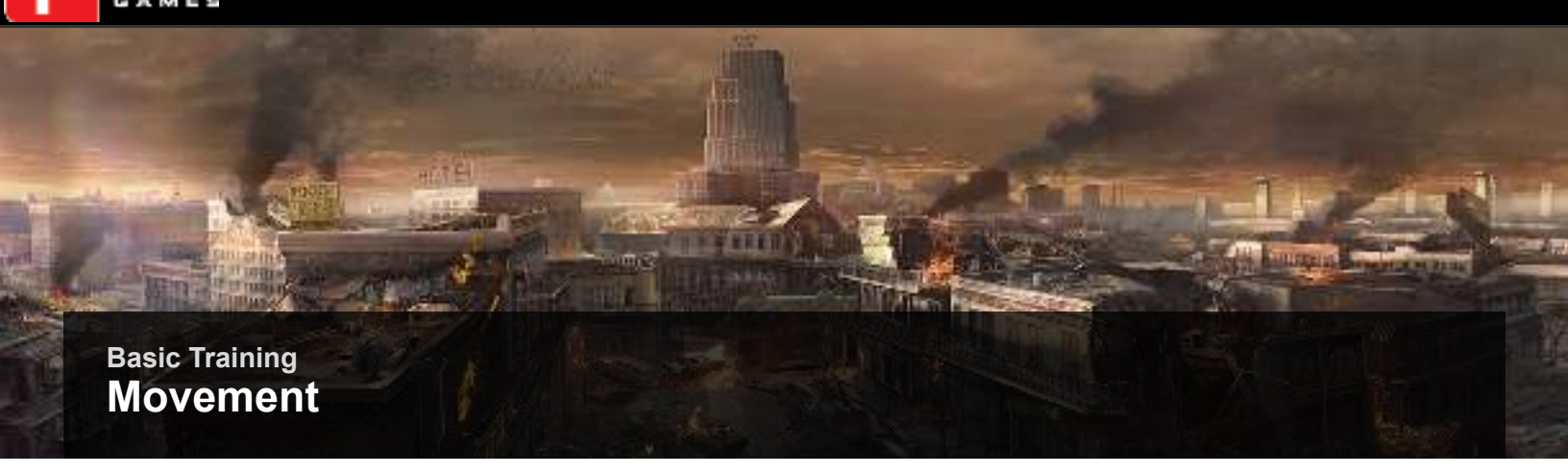
In the end, I guess it all boils down to a hatchet and a Nazi. A chance to release all that pent-up anger towards what is arguably the absolute embodiment of all that is evil and vile and corrupt. A chance to let you fight back against the dark forces that unfortunately continue to be ever present in our society. To put a virtual hatchet in the face of those who are fighting against the freedom and beauty and love in this world.

—Tommy Tordsson Björk, Narrative Designer



Basic Training
Overview

Every soldier must endure basic training. The same goes for you. B.J. Blazkowicz was an Army Ranger during World War II and has continued his fight against the Nazis as part of the Resistance since the war's end. The skills and tactics covered here aim to help you survive in a world controlled by the Nazi Empire. Your mission will take you deep into enemy territory, and for the most part, you'll be on your own. All you can rely on is you and your training. Now move out!



Basic Training
Movement

During your mission, you encounter various terrain types and obstacles. Expect fighting to take place in any number of situations and surroundings, from narrow corridors to the wide-open outdoors. The ability to adapt to each unique circumstance is vital to survival.

WALKING

Walking is your default mode of movement. It's relatively quiet and easy to control. Walking with your gun aimed allows you to respond to enemies quickly and accurately. You can also sneak up on enemies when walking.

CROUCHING

Crouching is essentially your stealth mode. A good deal of situations you encounter call for stealth tactics beyond the capabilities of your standard walking mode. To maintain stealth, stay crouched as you move.

Pros:

- This is your quietest movement mode.
- You can hide behind cover.
- You're below the level of most railings and low cover.
- Enemies have a tougher time detecting you.
- Enemies have a tougher time hitting you since you make a smaller target.
- Your lower center of gravity lends increased accuracy to your shots.

Cons:

- This is your slowest movement speed.

Many of your missions take place in locations containing vents, which often allow you to move around the edges of an area unseen or to reach rooms otherwise inaccessible. Vent entrances tend to be low to the ground. Crouch to enter them.

SPRINTING

In direct contrast to stealth tactics, some situations require speed—you may need to dive straight into a fight, or rapidly retreat from a losing battle.

Pros:

- This is your fastest movement speed.

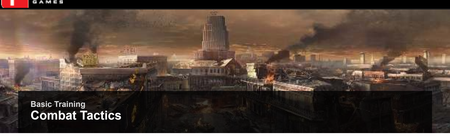
Cons:

- This is your loudest movement mode.
- Enemies can hear and detect you, regardless of whether they can see you or are looking in your direction.
- Stealth is not possible when sprinting.Jumping

Jumping gets you over obstacles or up onto elevated areas. Try jumping over railings to reach other terrain without having to circumnavigate the railings. Jump while sprinting to increase the distance of your jump.

STRAFING

Strafing is a form of combat maneuvering. Think of it as strategic sidestepping. To strafe, you move right or left while continually facing forward. During combat, this lets you keep your aim on a target while moving. It takes some practice, but the benefits are worth the effort. Strafing is covered in more detail in the next section.



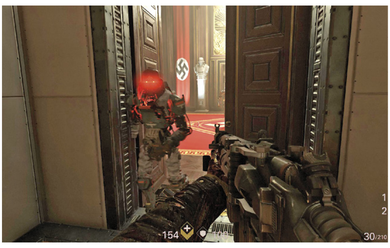
Basic Training
Combat Tactics

Once you've mastered the basic movements, it's time to up the ante and plunge into the game's core focus—combat.

KEEP MOVING

Movement continues to be an important component of all aspects of the game, including combat. Don't stand around when you're taking fire from the enemy. If you're out in the open when you come under attack, sprint to cover. You make yourself a harder target as long as you stay on the move. In tight confines like a corridor, move backward while shooting to put some distance between you and your enemies; if you can't clear out all foes this way, your fire may at least force the survivors into cover. Remember: staying still out in the open is the best way to get yourself killed.

TAKE COVER



Keeping behind or close to cover as much as possible is a best-used practice overall. Regardless of your playstyle, always be on the lookout for potential cover options—wall corners, railings, containers, etc. To engage an enemy from a cover position, strafe out from behind cover, or alternate between standing and crouching behind low cover. Get off a few shots, then duck or strafe back to cover during return fire.

AIM, THEN FIRE

For best accuracy, press the Aim button to bring the weapon up to your face. This lets you aim across the "iron sights." While in this view, your sight is partially obscured, but you're more likely to hit your target. Use this view for headshots—you want your first round to hit. Get into the habit of aiming when engaging enemies at medium-to-long range, when accuracy is important.

Conversely, when you're using the Schockhammer automatic shotgun at close range (or most weapons at close range, for that matter), being fast on the trigger is more important than being accurate. In these cases, assuming you're carrying a weapon, take note of the reticle that appears in the center of the screen. This helps you aim when "firing from the hip," meaning you're not really aiming. Because in some situations, taking the time to aim is more dangerous than helpful.

CIRCLE-STRAFING

Use this tactic against heavily armored enemies that take time to defeat. The advantage here is that you keep moving while attacking, which means you're less likely to get hit. As you strafe to avoid fire, shift your aim accordingly to stay on target. Theoretically, if your target is stationary, you eventually make a circle around it. Since circle-strafing requires you to continuously adjust your aim throughout the course of your circle, it takes practice, but it's a useful skill to have under your belt. Consider developing this skill early in the game, when ammo is more plentiful and enemies less deadly.

JINKING

Jinking is also known as side-to-side strafing. Instead of circling an enemy, strafe back and forth from left to right; rinse and repeat. This lets you open fire while staying on the move. If you don't have room to circle-strafe, or you want to take better advantage of nearby cover, try jinking. Note that it's easier to aim while jinking than while circle-strafing.

MELEE COMBAT

Guns are great, but expect plenty of hand-to-hand combat too. Knowing how to handle these situations is vital not only to survival but victory. Once you get the hatchet, you become a deadly hand-to-hand threat to any Nazi who gets close to you. As you approach an enemy, a hatchet icon appears over your reticle. Press the Melee button to automatically attack the enemy with the hatchet, even if you're carrying another weapon. If you have a heavy weapon you took from a turret or enemy, you need to drop it before you can melee-attack. A single melee attack kills any enemy lighter than a SuperSoldat—including an ÜberSoldat. For SuperSoldaten and heavier, several hits are required to break up their armor and get at the vital parts.

Sneaking up behind an enemy and performing a melee attack executes a stealth takedown. If successful, the enemy dies without making a sound, or ever knowing what hit them. Stealth takedowns don't alert others unless another enemy sees you in the process.

Once you collect a second and subsequent hatchets, you gain the ability to throw them. You always keep one on you; the rest can be thrown. At the start of the game, you can carry up to three hatchets, which means you have two for throwing. Earn Perks to increase your hatchet-carrying capacity. Your throwing range is limited, but hitting an enemy makes for a silent, instant kill. As with melee attacks, you can't kill more heavily armored enemies with a single hatchet. Use this tactic to quietly dispatch enemies you can't sneak up on. To recover your hatchet, pick it up from the body. Throwing hatchets effectively takes practice, especially if your enemy is at medium range, which requires slightly higher aim than close range. Once you get it down, the skill comes in handy in a number of situations.

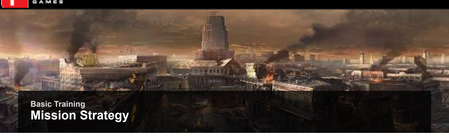
GRENADES

The usefulness of these handheld explosives may seem like a no-brainer, but until you upgrade them, they're not terribly effective in themselves. They kill nearby enemies upon detonation, but most enemies move away from a grenade to avoid taking damage. Use this reaction to your advantage. Throw grenades at groups of enemies. Even if you don't blow them all up, forcing them to disperse is a good way to break up attacks. Use this opportunity to shoot the survivors—they won't return fire for a few seconds.

RETURNING GRENADES

Some enemies throw grenades at you. Like your own grenades, they don't detonate on impact. This gives you a chance to throw them back. When you move toward the grenade, a hand icon appears over your reticle. Press the Fire button to pick up the grenade and lob it back at the enemy.

For more specifics on grenades, including upgrade details and additional tips, flip to the **Armory** chapter.



Basic Training

Mission Strategy

Rushing headlong into a mission without a plan is a surefire way to wind up dead. Our strategies combine the tactics covered previously to ensure you enter every battle prepared.

REVEAL AND RETREAT

There's nothing worse than charging forward only to find yourself surrounded. Avoid this scenario with a strategy called "reveal and retreat." Most missions aren't timed, so there's no cause to hurry. Take your time. Advance until you see the enemy. If you're spotted and attacked, pull back to an area you've already cleared. Find cover or a defensive position and engage the enemy as they come to you. As you advance, keep an eye out for good spots where you can fall back. Check the Map View screen along the way, and take care not to back yourself into a corner. If you've got nowhere to go, and especially if the enemy has grenades, you're in trouble.

CHARGING ENEMIES

Some enemies, such as SuperSoldaten, charge at you. This rush deals damage if they hit you. When you see these types of enemies, pull back before they can charge. Get behind cover, wait for them to approach, then attack them up close with a hatchet or point-blank fire.

STEALTH TACTICS

While you have ample firepower at your disposal, you'd be wise to take advantage of opportunities to practice stealth tactics, for several reasons. First, as soon as the shooting starts, all the enemies in the area are going to come after you. Going in guns blazing means you have to deal with all of them at once. But if you can quietly take out even a few beforehand one at a time, you have fewer problems to tackle by the time the alarm gets raised.

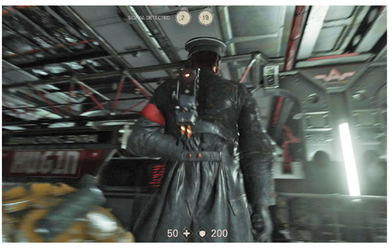
Stealth tactics are also ideal for recon. The more you can learn about what you're going up against, the better your chances. Look for ducts you can use to move around an area. Find good firing positions from which you can engage the enemy without exposing yourself to unnecessary risks. Once you know what you're facing, plan ahead. Go after the biggest threats first, before you lose the element of surprise.

The reasoning behind stealth tactics is all perfectly solid, but enacting these tactics effectively can be tricky. For starters, crouch and stay low. The longer you can avoid detection, the more opportunity you have to scout out an area and eliminate enemies. While moving in a crouched stance, use a hatchet for stealth takedowns. This saves ammo and efficiently neutralizes threats. Throw hatchets at needed; just make sure you hit. If you miss, the enemy will be alerted to your presence. Eventually you can upgrade some of your weapons with Silencers, enabling you to shoot enemies while remaining quiet and unnoticed.

SILENCED PISTOLE

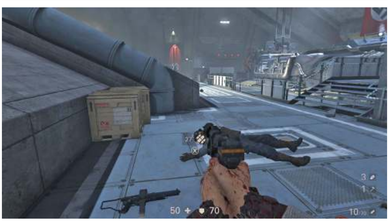
When you find your first weapon upgrade, seriously consider putting a Silencer on your Pistole. This gives you a ranged stealth attack without the need to worry about recovering a hatchet. Plus, you have several shots if the first doesn't kill the target. Remember to aim for the head for a single-shot kill.

KILL THE KOMMANDANTS



When you enter a new area, check for white Alert icons at the top of your screen. This is your indication that Kommandants are nearby. Each Kommandant gets an icon, and the number inside the icon represents the distance between you and the corresponding Kommandant. If a Kommandant becomes alerted to your presence, he calls for reinforcements. That means more enemies to deal with. Therefore, whenever possible, kill the Kommandants first. Kommandants are rarely the closest enemies to you, so use stealth tactics to get in near enough for a stealth takedown, a hatchet throw, or a silenced shot to the head. When you're up against multiple Kommandants, your job gets doubly complicated—you need to kill each Kommandant without alerting those remaining. Once all Kommandants are eliminated, you don't need to worry about reinforcements arriving if other enemies notice you.

AMMO CONSERVATION



Use the ammo you find on the corpses of your enemies. Your weapon options in any given situation are determined less by your personal preference and more by what ammunition you can find. Grab ammunition off any dead bodies you encounter, and search areas for ammo pickups. Don't waste ammo. Fire in short, controlled bursts and stop when your targets fall to the ground and drop their weapons. Always go for headshots. If this isn't possible, aim for the chest area. Keep your weapon loaded to its maximum clip capacity. When you switch weapons, remember that putting the weapon away does not automatically reload the clip. Avoid reloading mid-battle or while exploring an unknown area. Make it a habit to reload whenever you have free time in a safe area, or while behind cover.

KILL THEM WITH THEIR OWN WEAPONS

If you're unsure which weapon to use against an enemy, a general rule is to use the same weapon they use against you. For example, Soldiers with lighter armor often carry light guns such as the Machinenpistole, which is a good weapon to use against them. More heavily protected Soldiers carry the Sturmgewehr assault rifle; likewise, this weapon is effective against them. Following this rule offers the added bonus of supplying you with a convenient source of ammo, since your enemies will be carrying it on them.

EXPLORE

When you get stuck, consider: Have you explored the level thoroughly? Have you neutralized all enemies? Maybe you missed a switch or button. Check the Map View screen. Exploring an area removes the fog of war, so study the map for spots you may have missed. Remember also to check your objectives--they usually appear on the map to help guide you where you need to go.

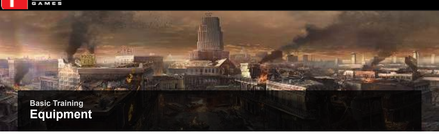
SAVE EARLY AND OFTEN

Saving is crucial. After so much work, it would be a shame to lose your progress: items found, upgrades achieved, enemies defeated. Save and Quick Save are invaluable when going up against powerful enemies and bosses. A well-placed save can be the difference between picking up close to where you died, and having to play through a giant chunk of the game all over again to reach that same point. Heading into battle? Save first. Worried an enemy might spot you during your stealth maneuvers and catch you off guard? Save. Entering a tricky part of a level that could take several attempts to figure out? Save. Been a while since you last saved? Better do it now. Remember, there's no such thing as saving too often.

Conversely, if you're looking to up the stakes with a bigger challenge, try saving only at the start of a level—or not at all—and powering through the game with no additional saves.

EXPERIMENT

Don't be afraid to experiment. Save at the start of an area, then try out different tactics and weapons. Test how many hatchet blows or shots from various firearms it takes to kill a certain enemy type. Throw grenades into rooms full of enemies and see what happens. Search for Kommandants. Eliminate enemies in various sequences to discover what works best for you--different tactics complement different playstyles. As you experiment, develop your own tactics into strategies best suited to your strengths and preferences.



As you explore, always keep an eye out for equipment lying around. Take note that there's a difference between equipment pickups and Collectible pickups. Collectibles, which come in several forms, are items that add to the storyline in various ways. Equipment, meanwhile, comprises an array of functional items that help you stay in the fight. For more on both equipment and Collectibles, see the **Pickups** chapter.

FIRST-AID KITS

No matter how careful you are, expect to take damage. Damage decreases your health. To regain health, pick up first-aid kits. Once you build back to your normal health level, continue picking up kits—you can increase your health up to twice its normal level. However, you lose the extra health over time. It's a good idea to double your health before heading into a firefight, especially against particularly powerful enemies.

AMMO

When you kill enemies, they leave behind ammo on the ground. Usually a dropped ammo item looks like the weapon the enemy was carrying. Also be on the lookout for containers of ammo positioned around levels. In some areas, you can find fuel for Dieselkraftwerk and batteries for Laserkraftwerk. Snag all available ammo whenever you come across it. Chances are, you're going to need every bit you can get your hands on when fighting legions of Nazis.

ARMOR

Armor absorbs some of the damage when you're hit by enemy fire. Replenish your armor value by picking up more. The more armor you have, the more damage you can take and stay in the fight. Armor pickups are positioned around various levels, and some armored units leave behind bits of armor when defeated. Grab all the armor you find. As with first-aid kits, you'll need every scrap of it.

MAPS

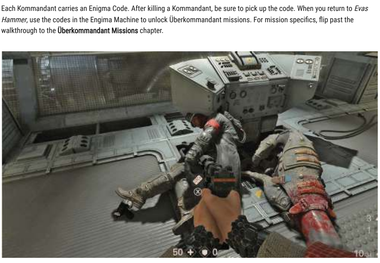
Every game level includes a map item somewhere. Look for a tube inscribed with the word "Karte." Once you collect it, open the Map View screen to reveal the map for that level. Maps are a fantastic aid when you're planning routes and tactics and ensuring you've explored all areas, so they're worth hunting down.

WEAPON UPGRADES

You don't come across weapon upgrades as often as first-aid kits, ammo, and armor pickups, but finding one is always a pleasant surprise. Each weapon upgrade pickup allows you to select one upgrade for one of your weapons. Choose wisely—using an upgrade represents a permanent choice; there's no changing your mind and using it for a different upgrade later. For more on weapon upgrades, check out the **Armory** chapter.

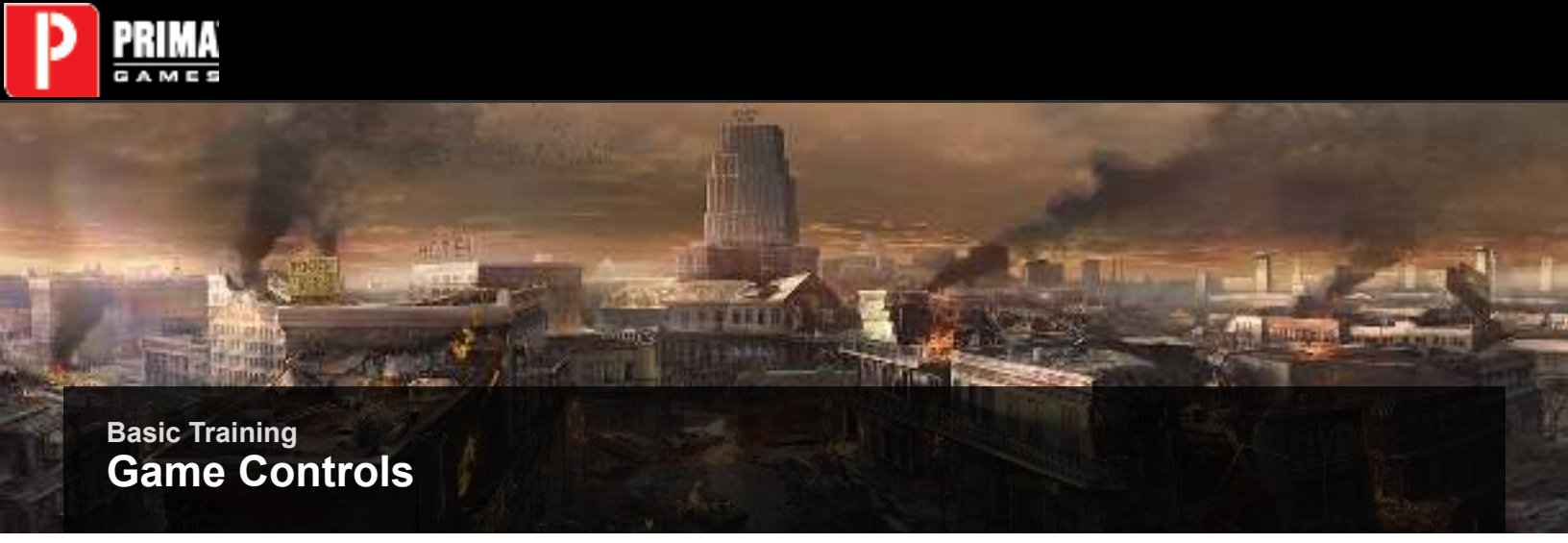
ENIGMA CODES

Each Kommandant carries an Enigma Code. After killing a Kommandant, be sure to pick up the code. When you return to *Evas Hammer*, use the codes in the Enigma Machine to unlock Überkommandant missions. For mission specifics, flip past the walkthrough to the **Überkommandant Missions** chapter.



CONTRAPTIONS

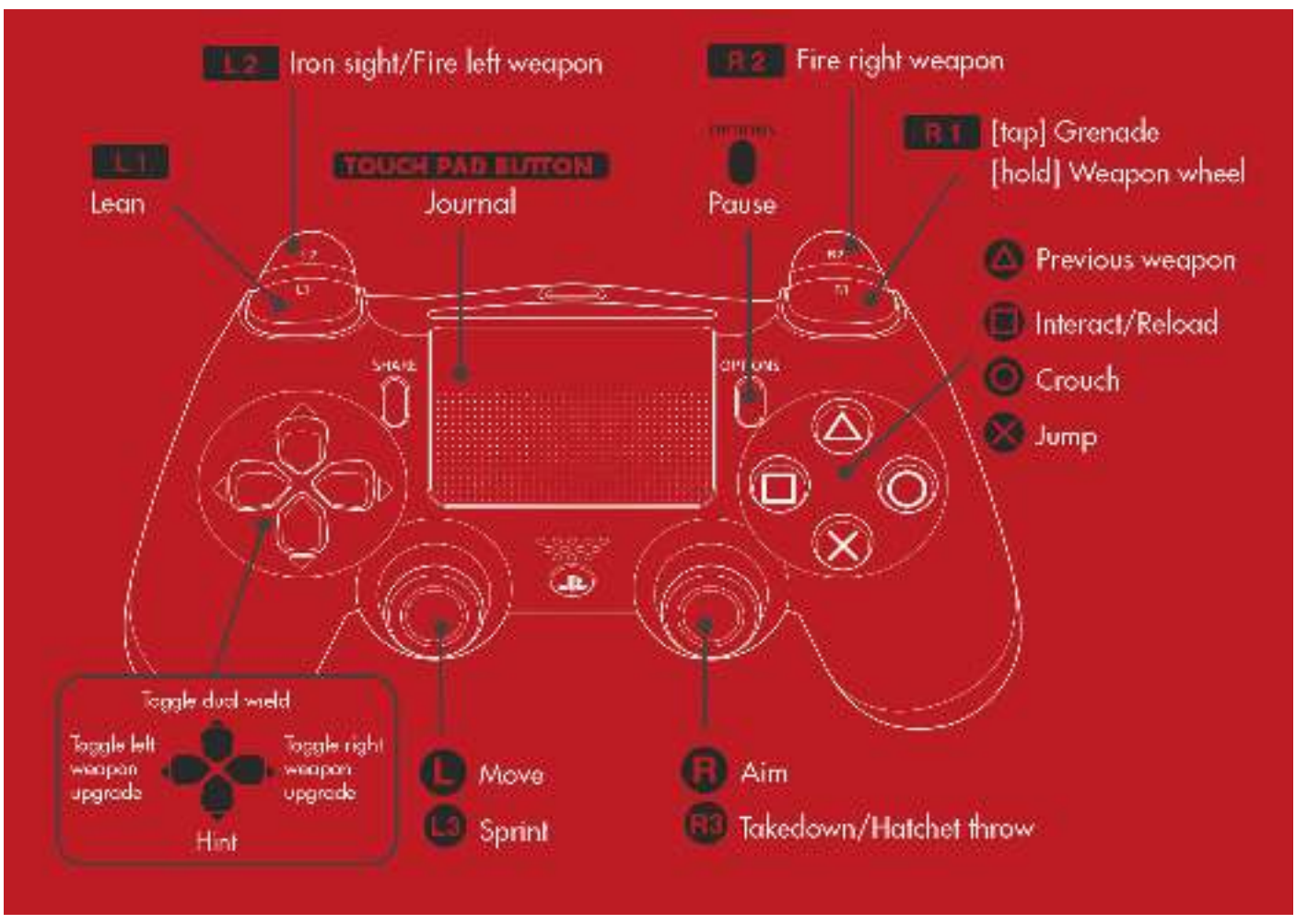
Eventually you reach a point in the progression of the Campaign where you can use contraptions. You're offered three contraptions to choose from—you only get one. Each provides unique special abilities, so pick the one that best suits your playstyle. For more details on contraptions, including a breakdown of available abilities, flip ahead to the **Perks** chapter.



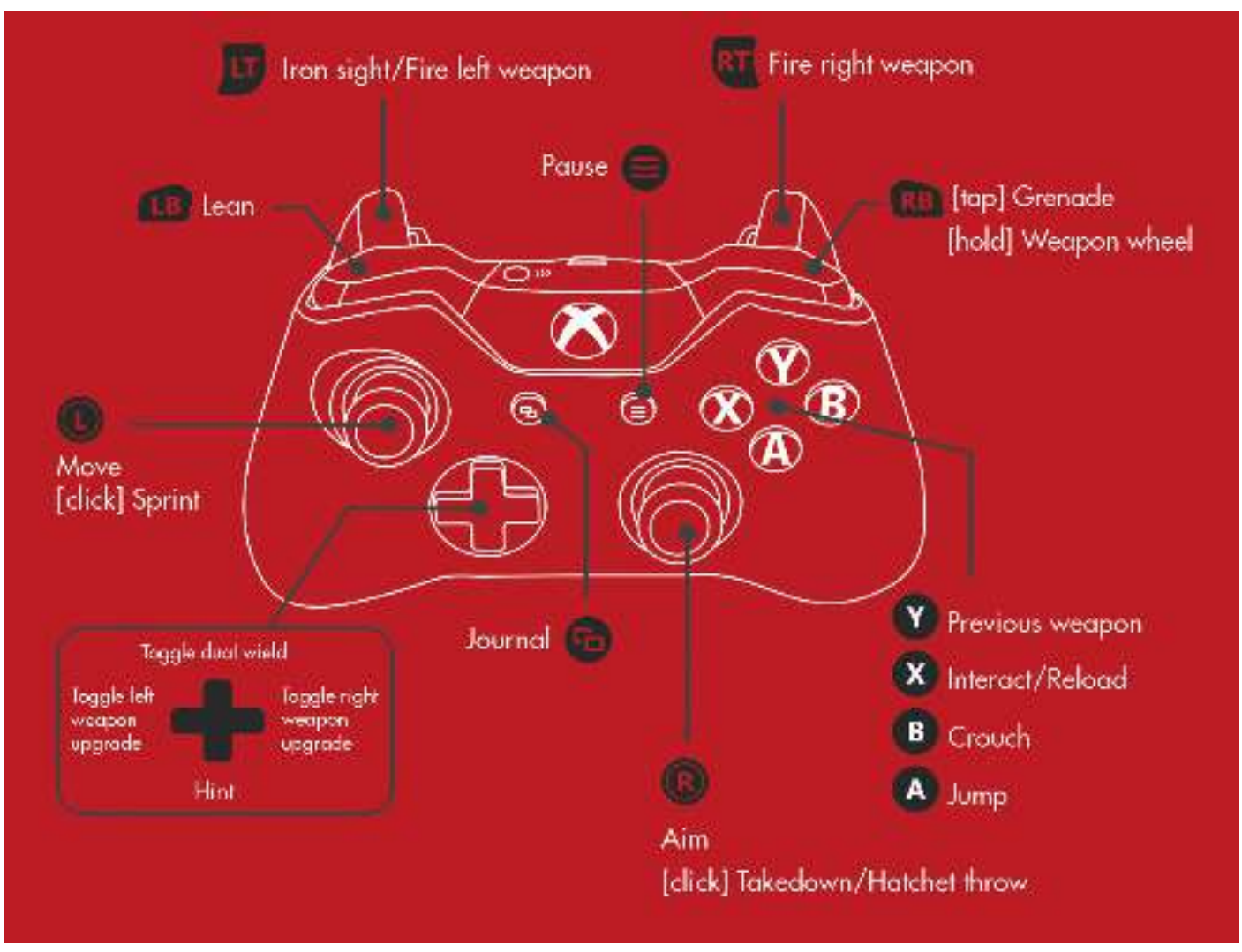
Basic Training

Game Controls

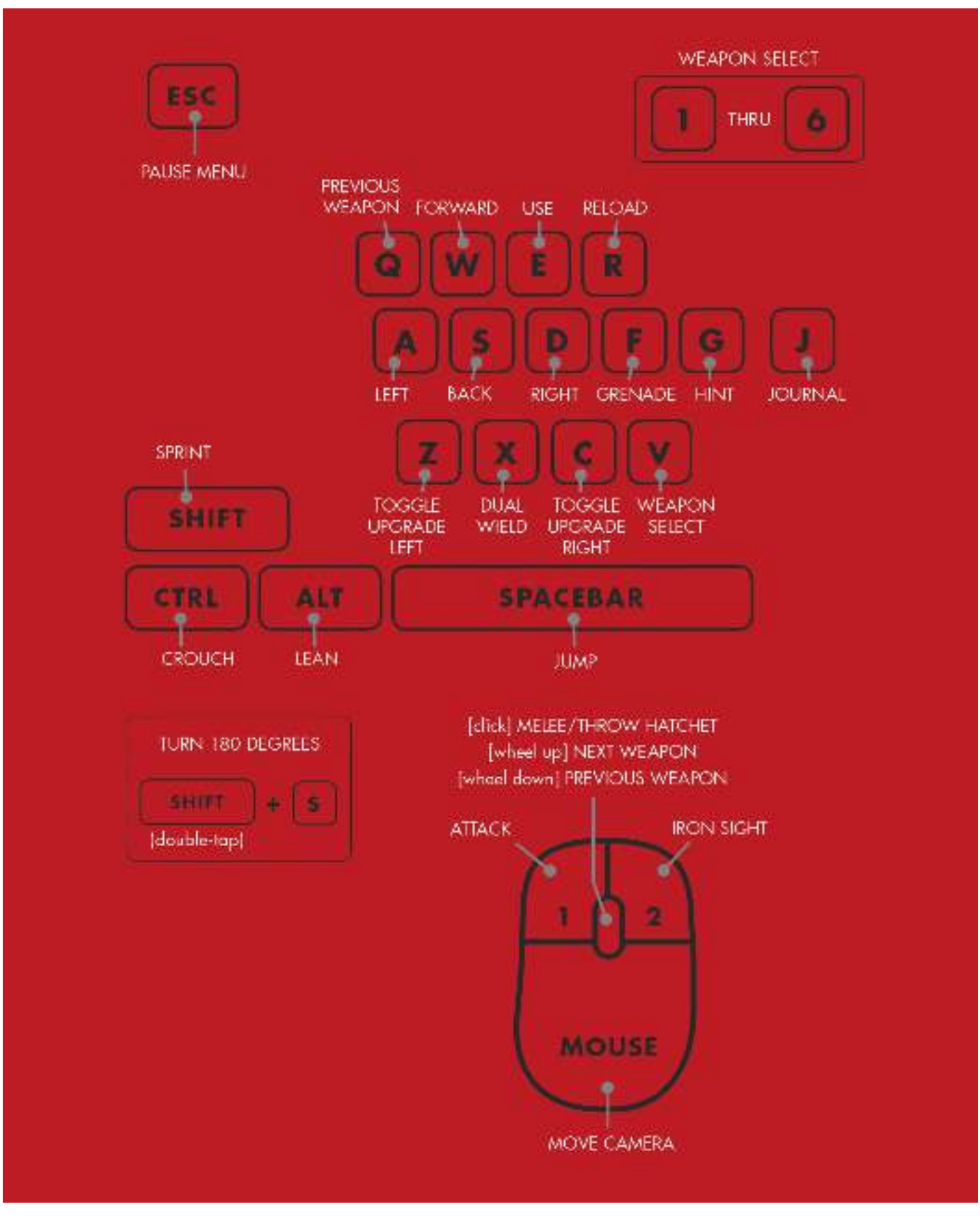
PS®4 DUALSHOCK®4 CONTROLLER

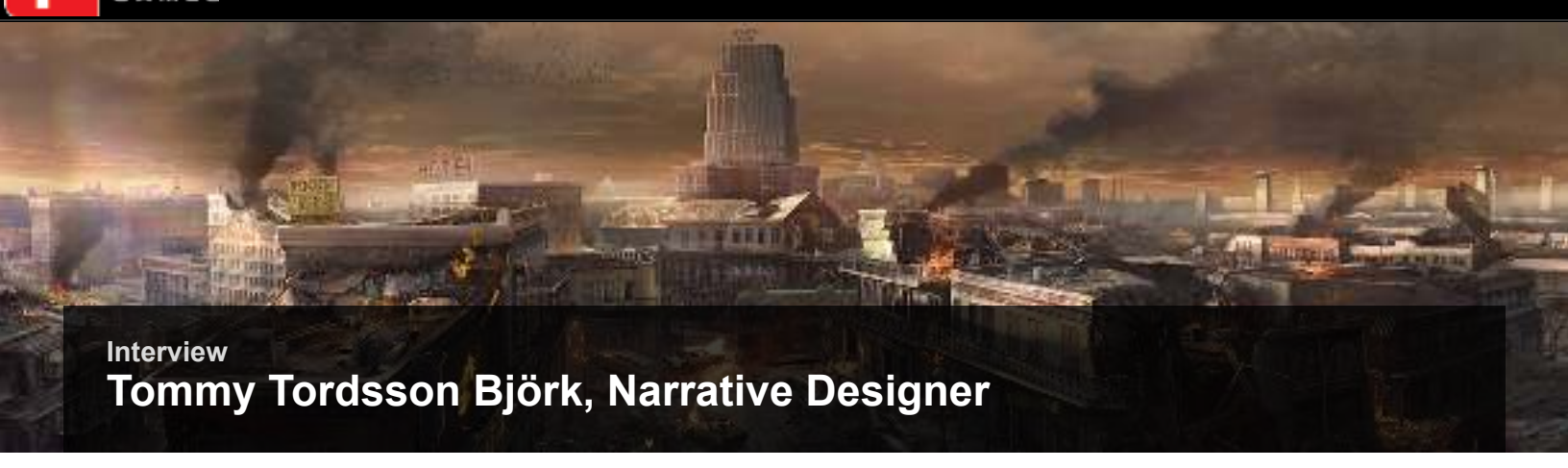


XBOX ONE WIRELESS CONTROLLER



KEYBOARD GAME CONTROLS





Interview

Tommy Tordsson Björk, Narrative Designer

QUICK-FIRE INSIGHTS

What is your:

Favorite movie?
Mulholland Drive, by David Lynch. That man is the master of the mysterious and the weird.

Current gaming obsession?
Prey. I just think the way that Arkane Studios managed to make that space station feel so alive was incredibly impressive.

Favorite all-time game?
Half-Life. The thrill of that introduction sequence going down into Black Mesa still haunts me.

Favorite book?
The Road. The sparsity and poetry of the language in that apocalyptic world of ash and gray is just out of this world.

Favorite band?
Boards of Canada. I love many genres of music, from black metal to Lana Del Rey, but Boards of Canada touches some special place deep inside; I don't have words to describe it.

Biggest hobby?
Maybe food. I like cooking, making kimchi, and watching MasterChef Australia.

Motto?
Turn your pain into creativity.

BACKGROUND

How did you first become interested in pursuing a career in video games?
I was in college and Half-Life had just been released. At the time I thought I wanted to work with writing scripts for movies. I started playing this game that I had heard about from friends who said they liked it. And when I played it I just had this epiphany that this is what I wanted to do. It made me realize that there is so much potential in storytelling for games and I decided right there and then that I was going to become a game story writer.

How long have you been on the team?
I started in spring 2011, so I've been here for over six years now.

Give the reader an idea of your day-to-day tasks.
Depends on where we are in the development process. At the beginning of a project, my days consist of a lot of meetings, brainstorming story ideas with Jens, and days of just writing scenes and dialogue. In the middle of the project, there might be pickup dialogues that need to be written, as well as in-game fiction and fleshing out side characters and ambient conversations. Or later in the project there's much more technical work that needs to be done, like timing the dialogue in order to break up the subtitles into smaller chunks.

What's your favorite aspect of a project?
I think it varies, but probably the start of the project when you're mapping out the story and going into the actual writing process of fleshing out scenes and different characters and plotting out their character arcs.

THE NEW COLOSSUS

How does Wolfenstein II: The New Colossus fit into the storyline of the Wolfenstein series?
It's a direct continuation of the story in The New Order and it starts off with B.J. severely crippled after the assault on Deathshead's compound. Struggling with a body that is slowly breaking down on him, he has to consolidate the remaining fragments of the Resistance and spark a second American Revolution. We also get to learn more about B.J.'s backstory and how he became who he is.

What were the overall goals in creating the next chapter of the Wolfenstein universe?
Wolfenstein: The New Order was a statement about the type of game that we wanted to make, so we had that as a starting point when we began working on The New Colossus. Our goal was to find ways to dial up the intensity and quality on every core component. How do we write better character arcs, how do we make our enemies more varied, and so on. I think we've written a story that's both more ambitious and even more personal. The gameplay is wilder, and yet remains grounded enough to feel authentic. When we made our first game we were still building the studio. The New Colossus is us firing on all cylinders and we hope that shows.

What key decisions were made to reinforce and accomplish those goals?
Early in pre-production the idea of "freedom" emerged as the gameplay theme which would feed into the story's theme of "catharsis." So, the result is a game about liberating America while going on this personal cathartic journey through Nazi-occupied America. Many game design and story decisions stem from those two ideas that would turn up the intensity of both story and gameplay.

What do you feel has the most impact in making the Wolfenstein series stand apart from other video games?
Ever since Wolfenstein 3D, the series has been like looking at history through a cracked mirror. Moving the game into this alternate reality where the Nazis won the war emphasizes many of those qualities that Wolfenstein 3D had—crazy sci-fi elements, over-the-top violence, twisted antagonists like General Engel, and towering Nazi robots. But above all, it's about one thing and one thing only: killing Nazis.

What was the trickiest task assigned to you and how did you solve it?
That was probably creating all of the Resistance characters that inhabit the submarine hub. We wanted all of them to feel unique and as you play the game, this motley crew keeps growing bigger and it was a bit of a challenge to keep track of that progress and make them feel like they were actually inhabiting this space.

GAME DESIGN

What were some of the challenges in creating the gameplay experience this time around?
Perhaps the biggest challenge has been empowering the player with the three playstyles—Mayhem, Tactical, and Stealth. We've tried to allow for organic movement between these styles while playing, which means that every enemy and area has to support all the playstyles. This puts tough requirements on level design and game mechanics, and you need the entire studio to work towards that goal.

What elements did you incorporate into each level to make them unique?
Wolfenstein is an action-adventure, and so we want to keep you constantly on your toes, not knowing what comes next. So we spend a lot of effort making sure that the gameplay of the levels goes hand-in-hand with the story. We try to keep the experience fresh and exciting by taking you to new, strange locations and by switching up the gameplay. One moment you're in a wheelchair fighting Nazis in a submarine and in the next you're riding a Panzerhund through New Orleans setting Nazis on fire.

ART AND DESIGN

What fresh approaches have you brought to the design of the principal characters for Wolfenstein II: The New Colossus?
The visual development of the main characters has been an exciting part of the project. In the previous game we established the core visuals for our protagonist B.J. and his closest allies in the Resistance. They started off as a ragged-looking bunch and in this game we've allowed them to breathe a bit more, refining their visual character traits to create a broader gallery of portraits. They've gone from a scavenging Resistance group to a more established organization and so each character has had a chance to carve out their own visual niche, while still keeping the core visuals we established for them in The New Order. In the end, I think we've shaped the characters of The New Colossus into a gallery of personalities that have evolved together with the story.

Talk about your inspiration for the artistic look and feel of The New Colossus' alternate-history setting.
Creating an alternative reality that uses history as a springboard, while at the same time throwing the world into this pool of crazy sci-fi and cathartic violence—everything that makes a Wolfenstein game Wolfenstein—has been challenging but, most importantly, extremely fun. This is by far the most ambitious project we've ever worked on. In The New Order, we laid out the foundation of a world being rebuilt in concrete and steel by a Nazi regime that had changed the course of the world. For this sequel game, we looked at what components we felt worked the best and added new ideas to strengthen the overall concept of Nazi-occupied America in the '60s. The core concept is a world dominated by Nazis with huge robots and super-advanced technology, over-the-top weaponry, colossal structures made out of concrete, and tons of hard steel. Underneath this oppressive mass of fascism is a vibrant world that is full of life, color, with people filled with a sense of revenge and a will to survive. Visually, this is represented with overgrown ruins, flooded cities reclaimed by marshlands left to rot, remnants of a world that once was. It's this contrast between brutal steel structures of the new and the colorful and irregular patchwork of the old that makes this game world come alive.

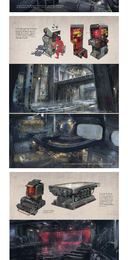
NARRATIVE

At the core of every Wolfenstein game is the fact that you get to kill Nazis, but The New Order brought a level of complex storytelling to the series. What challenges did you face in furthering that narrative in The New Colossus?
One of the main challenges has been to bring over and continue the story arcs of the characters that we know and love from The New Order, while at the same time injecting some fresh blood with new characters, without overcrowding the game. It's a fine balance, and I think when you have such a big gallery of likable characters as we have, it feels like you want to see even more of them.

IN CONCLUSION

What are you most proud of concerning the game?
That we've managed to create an experience that is emotionally engaging, funny, thought-provoking, and a kick-ass action game at the same time. It's not like any game I've ever seen before.

How would you summarize the experience of Wolfenstein II: The New Colossus?
Like going on a burning roller-coaster with the people you love while pulverizing Nazis with laser rifles.



A Colossal Art Gallery

Overview

➤ THE FOLLOWING SPREADS ARE AN EXCERPT FROM THE ART OF WOLFENSTEIN II: THE NEW COLOSSUS, RELEASED BY DARK HORSE.

EVA'S HAMMER

In the previous game, *Wolfenstein: The New Order*, the resistance led by BJ takes over the flagship of the Nazi fleet: an enormous jet-fighter-carrying nuclear submarine of colossal proportions. In this game, the submarine functions as the hub and platform where the resistance lives and coordinates their missions. The visual design was inspired by aircraft carriers from WWII and onward, mixed with elements of submarine design.

EVAS HAMMER

This is a concept art piece showing the [illegible] [illegible] [illegible] [illegible] [illegible].

[illegible]

Concept art of the helicopter hangar inside the [illegible] [illegible] [illegible].

Concept art of the [illegible] where the player can access the world map and [illegible]

In Black Kreuz, the player has the option of trying out two different objects of Nazi engineering: the left one is the [illegible] machine, where you will be able to try out different missions. The right is an arcade machine with the full version of the Elite Hans game.

KAMPF GEGEN
TERROR-BILLY
ELITE HANS
WOLFSTONE
3D

[illegible]

Concept art of the space [illegible] forge. [illegible] forge.

Concept art for the Enigma machine

Concept art for the [illegible] map table [illegible] display [illegible] maps, blueprints, and [illegible]

Concept art [illegible]

Concept art of the [illegible]

WEAPONRY

A staple of Wolfenstein is enabling the player to wield a collection of fierce firepower. MachineGames proudly pays great attention to the look and feel of each tool of destruction, and the birth and evolution of every weapon is a long and interesting process with a lot of exploration and iteration – from the first ideas and functional gameplay design and the [illegible] models to the end result as a polished 3D model with impressive effects, slick sound, and realistic animations.

We always try to incorporate elements of classic WWII German arms, while bringing them forward into an alternative universe with sci-fi elements, over-the-top firepower, and in-game upgradeability. It's a challenge, but a lot of fun. We aspire to give the player toys that they've never seen before, but that still feel like something manufactured in a dark Nazi armory – all while boosting the fierce and new energy that's at the core of our games.

Building upon our own legacy, we have improved the shotgun. Since Wolfenstein: The New Order, this time around we have a triple-rotating-barreled beast – the Shockhammer X. When fully upgraded, this shotgun is capable of delivering [illegible] damage and terrifying speed.

Concept art of the Shockhammer X

ROTATIONSEINHEIT

The visual design was focused on achieving a very crude off-the-shelf look in terms of materials and textures, but [illegible] in both environments and still [illegible]

Concept art of the rotational apparatus

HUD sketch of Shockhammer X

Rendered final polished in-game model of Shockhammer X

This is concept art for the Handgun 60, a common handgun that's primarily used by Kampf Commanders. It's shown here with three upgrades—the silencer, the [illegible] [illegible]. All of these can be toggled on or off once they're found in the game. It's intended to look clunky, functional, and powerful and unsteady.

Concept art of Handgun 60 with silencer

Detail concept art

Line art concept sketches

Rendered final in-game model Handgun 60

Concept art for the Laserkraftwerk. The signature weapon from Wolfenstein: The New Order is back. In the previous game [illegible] and the game [illegible] but [illegible] to salvage what was left over and welded it together again. This is reflected in the revised design, [illegible] It also has some upgrades and attachments which make it behave a bit differently from the last game.

Concept art for the Laserkraftwerk's battery and scope upgrades.

A 3D render of the Laserkraftwerk.

Of course there are several new toys in Wolfenstein II: The New Colossus. One of the signature weapons is the Dieselgewehr, or DGW, which we [illegible] by [illegible]

A 3D render of the DGW.

Its unique weight is visually [illegible] in the design with a lot of interesting parts and [illegible]. The DGW's [illegible] unique gameplay features by letting the player [illegible] in new ways.

The grenades in the game start with a core of a standard grenade that can then be built on with different attachments to change its behavior.

NAZI ARMY

The endless rows of shiny helmets, dark uniforms, and German steel never cease their advance. In Wolfenstein II: The New Colossus we have streamlined the look of the soldiers, while making every effort to maintain their unique design.

The Elite, which the player encounters in [illegible]. The Elite's difficulty scales throughout the game, but it's never easy.

The most common enemy the player faces is the infantry soldier. Lightly armored, they can prove to be a very potent opponent, especially when presented in greater numbers.

Concept art of the Commander, who plays an important role in the combat arena than in the previous game. When designing him, we strived to achieve the classic look of an evil Nazi officer, while including a few key items of [illegible].

An old friend back to visit from your nightmares—the Supersoldaten. We gave him a facelift and evolved him on from the previous game. He also has some new tricks up his sleeve—and his backpack, too, is attached—one which [illegible] several very potent heavy weapons. As in the previous game, he is still heavily armoured and partly mechanized, which means he can go on fighting even after receiving [illegible] of [illegible].

ROBOTS

Concept art for the mechanized robot unit called Übersoldat. These highly agile prototypical opponents are completely different from the clunkier robots the player has previously faced in Wolfenstein.

The crawler is a new foe that the player encounters on the surface of Venus. It's an agile and deadly dog-like creature, in many ways the mighty little brother of the Panzerhund.

The well-known Panzerhund is back in this game as well. A [illegible] feature to fill the more mechanized and clumsy [illegible] [illegible] larger, tougher, and more badass overall.

Render of
[illegible]

Render of Panzerhund

"Building [illegible] Combine [illegible] reference [illegible] space-age [illegible] Nazi Empire [illegible] [illegible] everyday components with the [illegible] of the regime, and then [illegible] '60s vibe. Finally, [illegible]
—Per [illegible], Senior Concept Artist

[illegible] the biggest robot [illegible] Walker [illegible] the Zerstörer—or [illegible] the final line of defense [illegible]

Concept art for [illegible] and a welding drone.

The biggest and toughest robot the Nazi army can summon is the Zitadelle. Towering over the player, it delivers a terrifying [illegible] flamethrower and rocket launcher [illegible] to hide from and [illegible] to attack in action.

A 3D render of Zitadelle

BJ BLAZKOWICZ

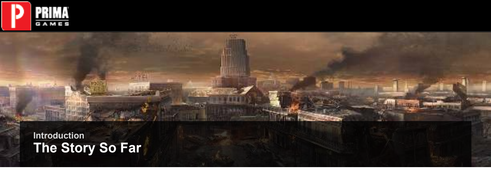
Full name: William Joseph "B.J." Blazkowicz
Position: US Army Ranger Captain
Language/Dialect: Texan
Age: 49
Appearance:
A tired-looking 6'3" but muscular frame. Grey and blonde crew cut. Square, weathered face. Scars from a thousand battles.
Voice: Raw, broken, shredded, deep, and soft.
Personality:
Grim, introspective, precise, cautious, proficient, and poetic but cold.
Background:
Trained as a US Army Ranger and subsequently recruited into the OSA. A lifetime of fighting Nazis on the frontlines.

BJ in a bathrobe shortly upon waking from a coma.

BJ in his old outfit from *The New Order*, all patched up in the field. He's now wearing power armor under his clothes.

BJ in the new jacket he
gets in the New Colossus.

Concept art of BJ's new
experimental prototype body.



Introduction
The Story So Far

In 1946, the world teetered on the brink of total domination by the Nazi Empire. Stolen Da'at Yichud technology, ancient and mysterious and vastly superior to anything seen in contemporary times, had allowed the Nazis to turn the tide against the Allied forces. The Allies, in their desperation, decided to make one last bid for victory.

OSA Agent William Joseph "B.J." Blazkowicz was dispatched to infiltrate the Third Reich's paranormal division at Castle Wolfenstein. He was tasked with obtaining top-secret documents detailing the location of General Wilhelm "Deathshead" Strasse, the mastermind behind the Nazis' advanced Da'at Yichud weaponry. During the mission, Blazkowicz was captured and tortured, but managed to escape to confront the castle's commander, Helga von Schabbs. After her demise, he successfully collected the documents, enabling the Allied forces to embark on an air raid against Deathshead's fortress. Blazkowicz, along with his friends Fergus Reid and Probst Wyatt, were on the team.

In the midst of the ensuing fight, all three were apprehended and brought before Deathshead himself. Deathshead, a cruel and sadistic genius who conducted human experiments and enjoyed the suffering of his victims, gave Blazkowicz a choice: pick which of his friends would live, or watch them both die. Deathshead left the survivors to the mercy of the lab's incinerator. Though they escaped, Blazkowicz suffered a critical head wound that rendered him comatose.

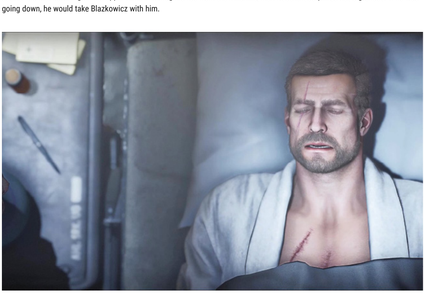
He awoke 14 years later, in 1960, to a changed world. The Nazis' overwhelming power had forced the United States to surrender. The Nazis had won.

Blazkowicz, unwilling to give up the fight, soon learned that key members of the Kreisau Circle Resistance were imprisoned in Berlin. It was while traveling there by train that he first encountered Frau Irene Engel, Kommandant of a forced-labor camp in Belica. Frau Engel subjected Blazkowicz to a racial-purity test, which he appeared to fail, until she revealed it was a joke and let him go.

In Berlin, Blazkowicz broke into the prison and rescued the friend he'd spared 14 years earlier. The Resistance, inspired by Blazkowicz's return, carried out an attack on a Nazi research center and stole documents that revealed not only details surrounding the technology that helped the Nazis win the war, but also the existence of someone who'd managed to sabotage that technology. Further digging turned up the name Set Roth, a watchmaker imprisoned in Frau Engel's forced-labor camp.

Blazkowicz infiltrated the camp and found Set, who offered to aid the Resistance in return for the camp's destruction. Blazkowicz agreed, but before he could act, the two were captured by Frau Engel, who'd recognized him from the train. After escaping execution, they succeeded in destroying the camp and liberating its prisoners. Frau Engel survived the upheaval, but suffered injuries that left her face horribly disfigured.

With Set's technology in hand, Blazkowicz and the other Resistance fighters launched a desperate assault on Deathshead's fortress. There, Blazkowicz and Deathshead once again came face-to-face. Deathshead revealed that he'd kept the brain taken from Blazkowicz's friend all those years ago, and implanted it inside a robot. After a harrowing battle, Blazkowicz eventually defeated it and put his old friend to rest, but he wasn't done yet. Commandeering another, bigger robot, Deathshead attacked. No sooner did Blazkowicz gain the upper hand and drag his foe from the machine, than Deathshead pulled out a grenade. If he was going down, he would take Blazkowicz with him.



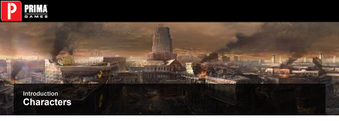
Blazkowicz survived the explosion, but was gravely wounded. Still, he found the strength to issue one final command. Earlier, the Resistance had hijacked the U-boat *Evas Hammer* and obtained codes for its nuclear cannon. Blazkowicz ordered the Resistance to fire the cannon on Deathshead's fortress.

In what he believed were his last moments, the famous lines of the poem *The New Colossus* filled his thoughts:

A mighty woman with a torch, whose flamels the imprisoned lightning. And her name,Mother of Exiles.

"Give me your tired, your poor,Your huddled masses yearning to breathe free,The wretched refuse of your teeming shore.Send these, the homeless, tempest-tost, to me."

This is where the story picks up...



WILLIAM JOSEPH "B.J." BLAZKOWICZ

Nazi Killer
Age: 49

Background: B.J. Blazkowicz was raised by his Polish mother Zofia and American father Rip Blazkowicz on a small farm in Mesquite, Texas. After a troubled childhood, he joined the US military and spent most of his adult years fighting Nazis in World War II.

After a mission gone sideways, B.J. ended up comatose and gravely wounded in a Polish mental hospital. A nurse named Anya Oliwa took a liking to the strange man and cared for him for 14 years. Faced with a Nazi raid on the hospital, B.J. snapped out of his comatose state and began once more to fight the Nazi forces. Together with Anya, he left for Berlin to reunite with the remnants of the Kreisau Circle. Over time, B.J. and Anya became partners in love and war.

During a Kreisau Circle attack on a Nazi stronghold, B.J. was left within an inch of his life, having sustained horrific injuries caused by a hand grenade.

ANYA OLIWA

Nazi Killer, Pregnant
Age: 37

Background: Born to Polish doctors and intellectuals, Anya was forced to abandon her archaeology studies at the start of World War II. Daytime, she worked as a head nurse in her parents' mental hospital. At night she waged her own covert war against the Nazi occupiers.

Following a harrowing Nazi raid on the hospital in 1960, in which her parents were murdered, she teamed up with her former patient, William Blazkowicz, to find the remnants of the Kreisau Circle and rebuild the Resistance movement. Sparks flew. Now Anya and B.J. are expecting baby twins.

SET ROTH

Scientist, Mystic
Age: 80

Background: A senior member of the ancient mystical society the Da'at Yichud. To the outside world he lived as a watchmaker in Stuttgart, Germany before the war, but secretly he carried on the legacy of the Da'at Yichud by performing advanced research in a variety of scientific fields. He went into hiding for many years when the Nazis won World War II, but was eventually caught and shipped to a labor camp. With the help of B.J. Blazkowicz, Set escaped the Nazis and joined the Kreisau Circle. His research and inventions now power and aid the Resistance.

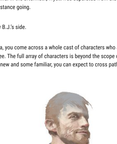
PROBST WYATT III

Idealist, Psychedelic Explorer
Age: 32

Background: Born in Brookline, Massachusetts, Probst was pursuing a degree in international affairs at Harvard College when he decided to join the war effort. Prompted by his moral conviction and unyielding idealism, Probst talked his way into the army airmen at the tender age of 17. He fought alongside B.J. in the failed Allied attempt to kill Nazi General Deathshead, the mastermind behind the Nazi war machine. In the aftermath, Wyatt was separated from B.J. but joined up with Caroline Becker and the Kreisau Circle to keep the Resistance going.

Reunited in 1960, Wyatt again fights by B.J.'s side.

During your mission to liberate America, you come across a whole cast of characters who aid you, stand in your way, need to be saved, or some combination of the three. The full array of characters is beyond the scope of this book, but read ahead for a glimpse of the friends and foes, some new and some familiar, you can expect to cross paths with.



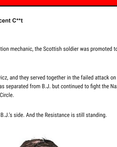
FERGUS REID

RAF Wing Commander, Magnificent Ct**
Age: 53

Background: Initially trained as an aviation mechanic, the Scottish soldier was promoted to airman because of an alcohol-induced bet.

Fergus is a loyal friend to B.J. Blazkowicz, and they served together in the failed attack on Nazi General Deathshead's compound. In the aftermath, Fergus was separated from B.J. but continued to fight the Nazis long after the war had ended as a ranking member of the fading Kreisau Circle.

Reunited in 1960, Fergus still fights by B.J.'s side. And the Resistance is still standing.



NORMAN "SUPER SPESH" CALDWELL

Cook, Lawyer, Revolutionary
Age: 39

Background: "Super Spesh" was born Norman Caldwell in Roswell, New Mexico, 1922. He was raised by his father Joe Caldwell—an alien conspiracy theorist and owner of the local landmark Papa Joe's All-American Diner. Super Spesh went on to earn his law degree and move to New York. He defended his client Grace Walker in a high-profile murder case. After he proved her innocence, Super Spesh joined Grace's underground political organization, the Black Revolutionary Front. Super Spesh's admiration for Grace has only grown over the years, and he is a proud father of their baby daughter Abby.

GRACE WALKER

Leader of the Black Revolutionary Front
Age: 42

Background: Born south of Mississippi, Grace and her family moved to Harlem, New York when she was young. Grace stood out among her siblings as being highly intelligent and got involved in civil rights movements as a teen. After starting the Black Revolutionary Front, Grace was framed by the FBI for a murder she didn't commit, but with the help of hotshot lawyer Norman "Super Spesh" Caldwell, the case was thrown out. Grace and Super Spesh share a deep bond, which resulted in the birth of their baby girl Abby. These days, Grace leads her forces against the Nazis occupying the United States from her hideout among the bombed-out ruins of New York City.

RIP BLAZKOWICZ

Self-Made Man
Background: Rip Blazkowicz, father to B.J. Blazkowicz, was born and raised in Texas. Rip's family was poor, and his father had issues with impulse control. As a young man, Rip caught the eye of Zofia, the daughter of a wealthy family recently immigrated from Poland. She fell head over heels. Perhaps the attraction was mutual. Rip married Zofia, and shortly thereafter she bore his only son, William Joseph Blazkowicz. Rip spent the sizable endowment on an overpriced farm and an ill-fated business venture. Things turned sour, and Rip began to view his wife and son with festering resentment.

IRENE ENGEL

SS-Obergruppenführer (Lieutenant General of the SS)
Age: 56

Background: General Irene Engel is a top-ranking officer of the Nazi regime.

As commander of the *Auxmezser,* her mission is to hunt terrorists, including B.J. Blazkowicz, a.k.a. "Terror-Billy." B.J. is responsible for her disfigurement, which occurred during a prison camp escape in *The New Order.*

Fighting the Nazis is tough work. By 1961, they control America as the ultimate ruling power. If you plan to join the Resistance and free the population from the tyranny of Hitler and his empire, you need all the resources you can get. This guide aims to help you master the skills required to defeat the quintessential evil.

For the sake of convenience and easy access, we've organized the book into three main parts.

THE BASICS

This section contains all you need to know to begin taking back America from the Nazis. Even if you're a veteran of the *Wolfenstein* series, or first-person shooters in general, spend some time here to pick up on new and unique features included in the game.

Basic Training: Gain an understanding of the game's basic movement and combat mechanics, plus tips for identifying which tactics to use in which situations.

The Armory: Get the rundown on key weapon strengths, weaknesses, and uses, plus the inside scoop on how to spend your weapon upgrades to get the most bang for your buck.

Pickups: Always be on the lookout for these items scattered throughout the Campaign. We break down what to watch for, plus the benefits you get whenever you snag a new item.

The Enemy: We reveal the preferred tactics and weapons, weak points and exploits of every enemy you encounter. Learn how to defeat your foes quickly and efficiently, and how to best defend yourself in each situation. Our strategies are battle-tested and expert-approved!

Perks: Read up on the numerous Perks available in the game, what tasks you must perform to unlock each, the benefits and abilities you receive in return, and which Perks are best suited to which styles of play. Learn to tailor your choices to enhance your playstyle and gain the biggest possible advantage.

THE WALKTHROUGH

The walkthrough makes up the majority of this guide. These eleven chapters are designed to take you step-by-step through each of the game's challenging levels. Detailed maps of all areas reveal each level's layout, removing the fog of war. Watch out for "Objective" markers to keep focused on the task at hand. While most missions can be completed using any of a variety of playstyles, our strategy covers a diverse selection of options—don't be afraid to try something new or outside your usual playstyle. It might work better than expected! Use our tips to become the "Terror-Billy" the Nazis all fear.

And once you've fought your way through the Campaign, continue the fight by engaging in **Überkommandant Missions** and taking down these big bads.

EXTRAS

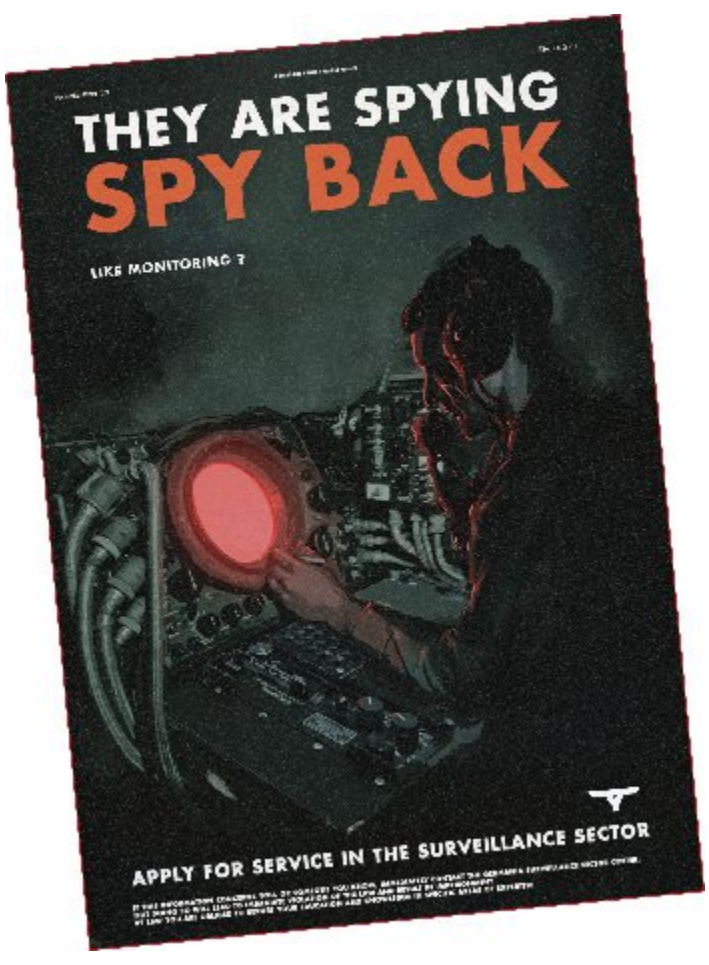
Finding every item and bonus on your first playthrough is a tall order. This last section contains two useful chapters to aid in your search.

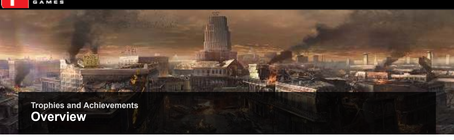
Collectibles: Our maps show the location of every Collectible in the game, and they've all been collected here, into a single chapter, for your convenience, along with screenshots to further aid your search—readables, records, concept art, gold, you name it.

Achievements and Trophies: Get full details on every Achievement and Trophy you can earn when playing the game on the Xbox One and PlayStation 4, respectively. If you're aiming for 100% completion, this section is designed especially for you.

LET THE BATTLE BEGIN

Time to tackle your greatest mission yet. Turn the page to peruse **Basic Training**, or flip ahead to the **walkthrough** and jump right into the action. America is waiting to be freed.





Trophies and Achievements
Overview

CAMPAIGN PROGRESSION

ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Déjà Vu	Make the choice	10	15	Bronze
	Carrying the Torch	Use the Power Armor	10	15	Bronze
	Enemy Within	Stop the Nazi signal from Section F	10	15	Bronze
	Amazing Grace	Recruit Grace's group	10	15	Bronze
	It's Fricking Space Aliens!	Find Area 52	10	15	Bronze
	R.I.P.	Kill dad	10	15	Bronze
	All the Gains!	Get a new body	10	15	Bronze
	Sermons and Moonshine	Recruit Horton's group	10	15	Bronze
	Orbit	Travel to outer space	10	15	Bronze
	The Ausmerzer	Capture the Ausmerzer	10	15	Bronze

COLLECTIBLES

ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Starting a Collection	Find at least one of each Collectible	10	15	Bronze
	Toy Collector	Find all of Max's toys	25	15	Bronze
	Audiophile	Find all records	25	30	Silver
	Golden Boy	Find all gold	25	15	Bronze
	Terror-Billy	Find all Death Cards	25	15	Bronze
	Meet the Cast	Find all Collectible cards	25	15	Bronze
	Art Aficionado	Find all concepts	25	90	Gold
	Tinkerer	Upgrade a weapon	10	90	Gold
	Specialist	Fully upgrade a weapon	20	90	Gold
	Gun Nut	Fully upgrade all weapons	40	90	Gold

PLAYER SKILL

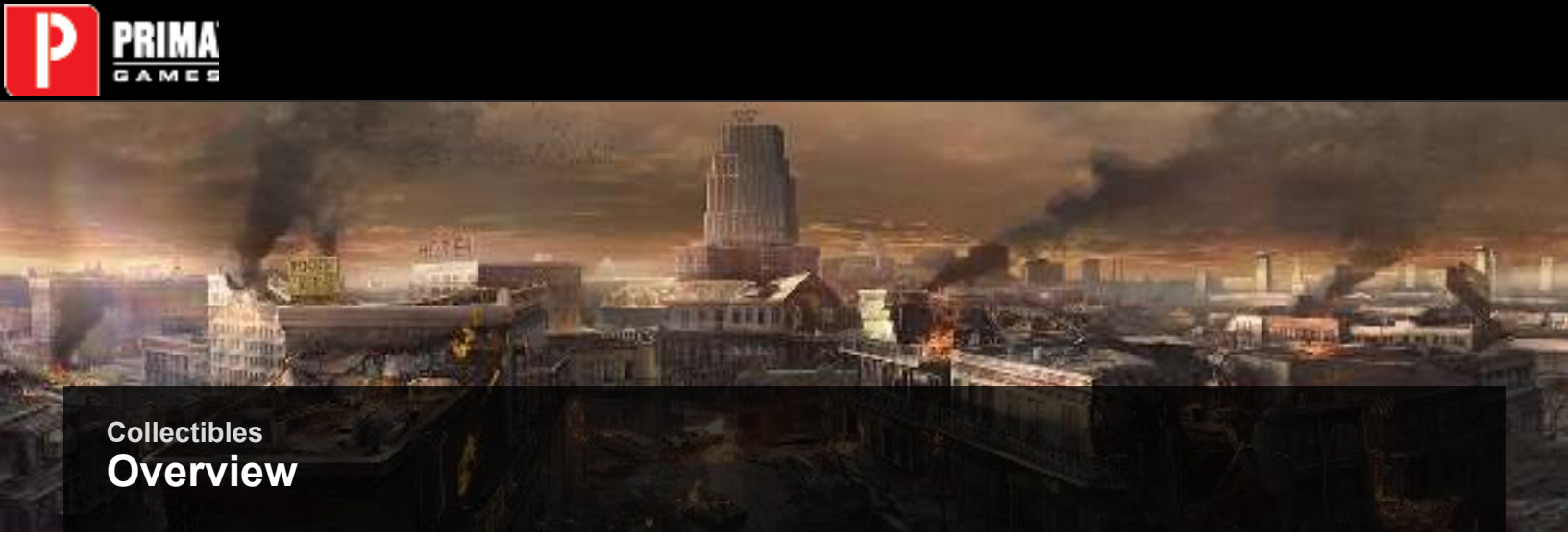
ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Revolution	Beat the game	50	15	Bronze
	Bring 'Em On!	Beat the game on "Bring 'Em On!"	10	15	Bronze
	Do or Die!	Beat the game on "Do or Die!"	10	30	Silver
	Call Me Terror-Billy!	Beat the game on "Call Me Terror-Billy!"	10	15	Bronze
	I Am Death Incarnate!	Beat the game on "I Am Death Incarnate!"	20	15	Bronze
	Mein Leben	Beat the game on "Mein Leben"	30	30	Silver

PERKS

ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Max a Perk	Max a Perk	25	15	Bronze
	Max All Perks	Max all Perks	50	15	Bronze

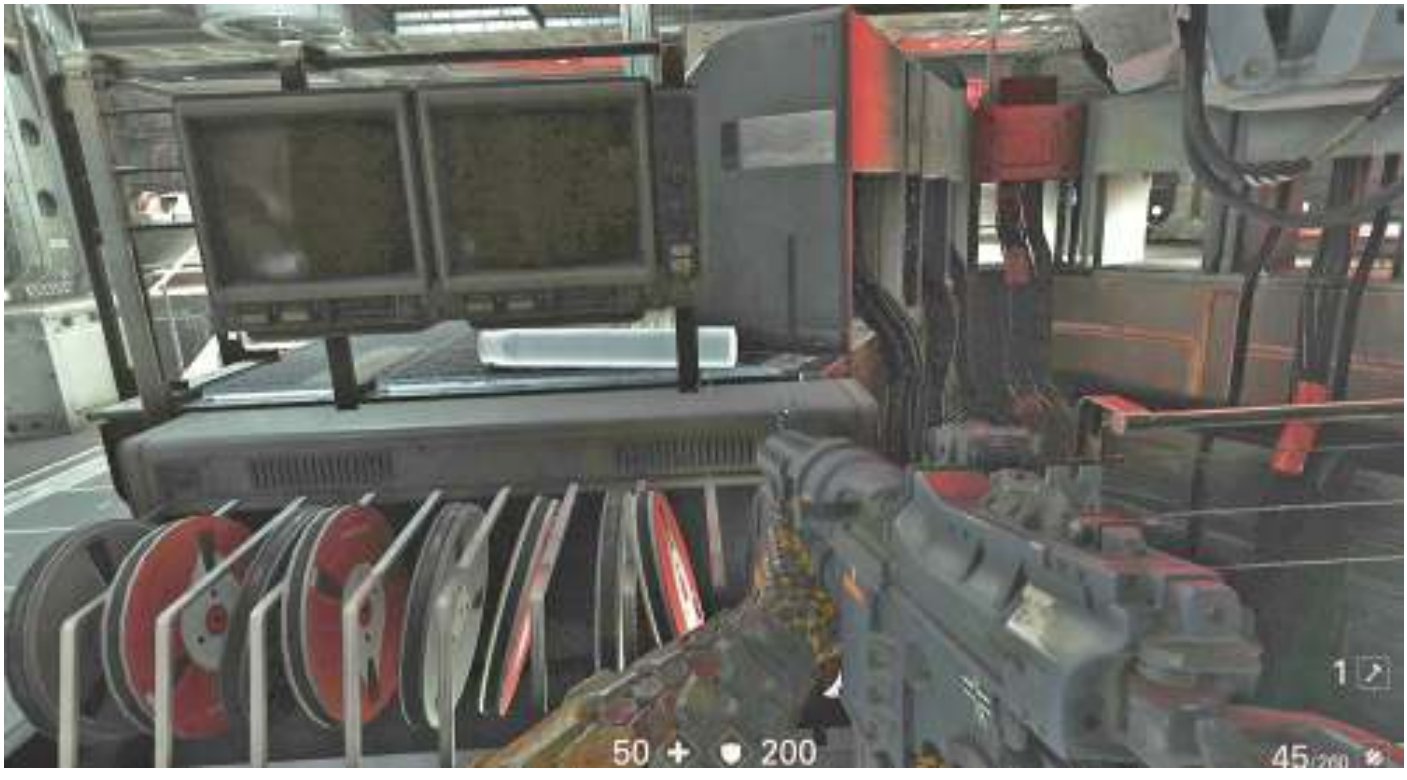
MISCELLANEOUS

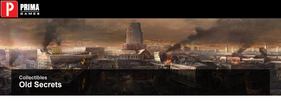
ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Bullrush	Ram Shackles-tackle a charging SuperSoldat	15	15	Bronze
	Snake Bite	Perform a Constrictor Harness takedown	15	15	Bronze
	The Sky Is the Limit	Perform a Battle Walkers takedown	15	15	Bronze
	Kick It	Kick Hitler in the aerostat audition	10	15	Bronze
	They Did Nazi That Coming	Kill 10 enemies in a row in stealth	20	15	Bronze
	Hard Headed	Collect 1000 helmets	20	15	Bronze
	I'm Machine Enough	Beat the ride without killing anyone with the Panzerhund (Normal+ difficulty)	25	15	Bronze
	Coming Back for More	Visit every district	20	15	Bronze
	Across the Board	Complete the killboard	50	15	Bronze
	Complete Package	Acquire all contraptions and contraption upgrades	30	15	Bronze
	Plus Package	Upgrade a contraption	20	30	
	Make a Point	Achieve the highest score in the shooting range	30	15	Bronze
	First Loser	Achieve the second-best time in the killhouse	30	15	Bronze
	Crippled but Able	Perform a takedown while in the wheelchair	5	30	Silver
	Hail Mary	Throw a hatchet and kill an enemy from afar	10	30	Silver
	Sightseeing	Visit a district	10	15	Bronze
	Puzzler	Decipher an Oberkommandant's locations using the Enigma Machine	20	15	Bronze
	Retro	Play Wolfstone 3D	10	15	Bronze
	Taste of Your Own Medicine	Destroy a Zerstörer with an Übergewehr	20	30	Silver
	Ghost	Finish a district without triggering any alarm	30	15	Bronze
	Keep Playing	Wait until after credits and the game to resume	10	15	Bronze
	Side Tracked	Complete all side missions	50	15	Bronze



Collectibles
Overview

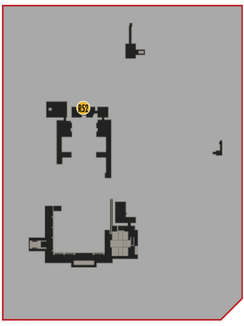
As you fight your way through the Campaign to defeat the Nazis, always be on the lookout for extra interesting items. You can find a number of Collectibles scattered throughout the levels. For the most part, these serve to fill out the story of the world you're striving to save. Some may serve an additional purpose, while others are simply there to be collected. This chapter provides a full listing, plus locations, broken down by Campaign chapter. If you're aiming for 100% completion, you've come to the right place.



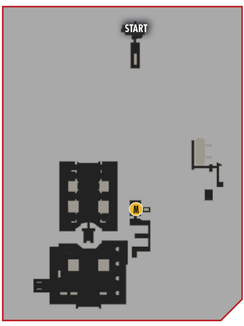


A NEW HOME, SECTION F REVISITED

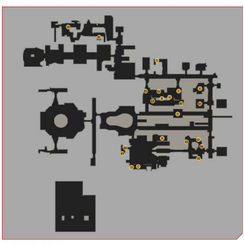
Look for these Collectibles when you go down into Section F to retrieve the nuclear warhead.



➤ *Section F, Level 4*



➤ *Section F, Level 3*



➤ *Evas Hammer, Ground Floor*

Map

Level 3, after you do some swimming and climb a ladder.

RS1: "Research Shows German Best Language"

Newspaper: Ground floor, near a locker in the shooting gallery. This area is unlocked when you reach this mission.

RS2: "Blitzmensch' in Real Life"

Newspaper: Level 4, inside a locker in a control room.

RS3: Albert's Letter

Letter: Ground floor, in Hackers Central.

RS4: Sigrun's Diary

Diary: Ground floor, in Hackers Central.

S20: Ayden McWood

Ground floor, in the shooting gallery.

S21: Yvonne Nesman

Ground floor, in Hackers Central.

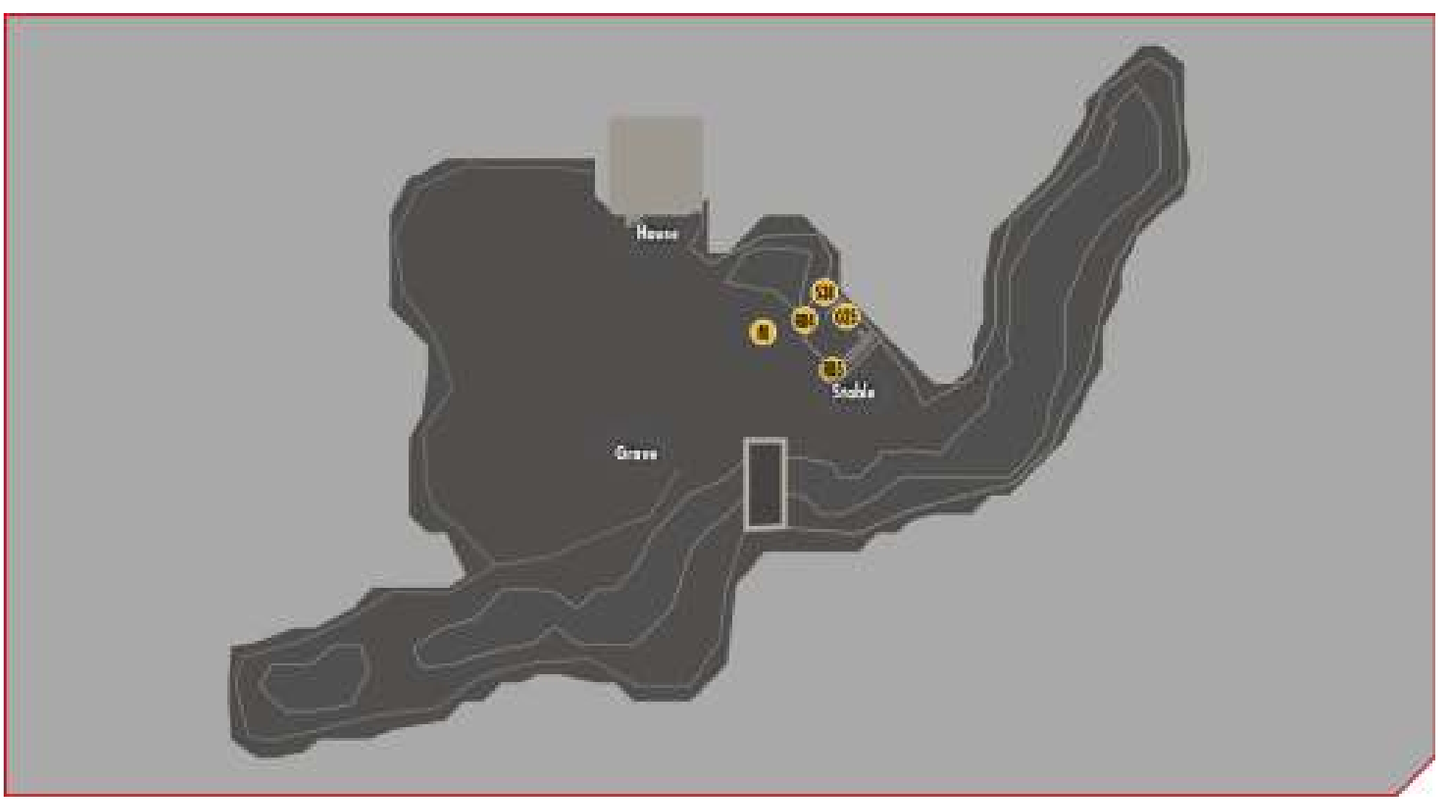
S22: Nick Doors

Ground floor, in Hackers Central.

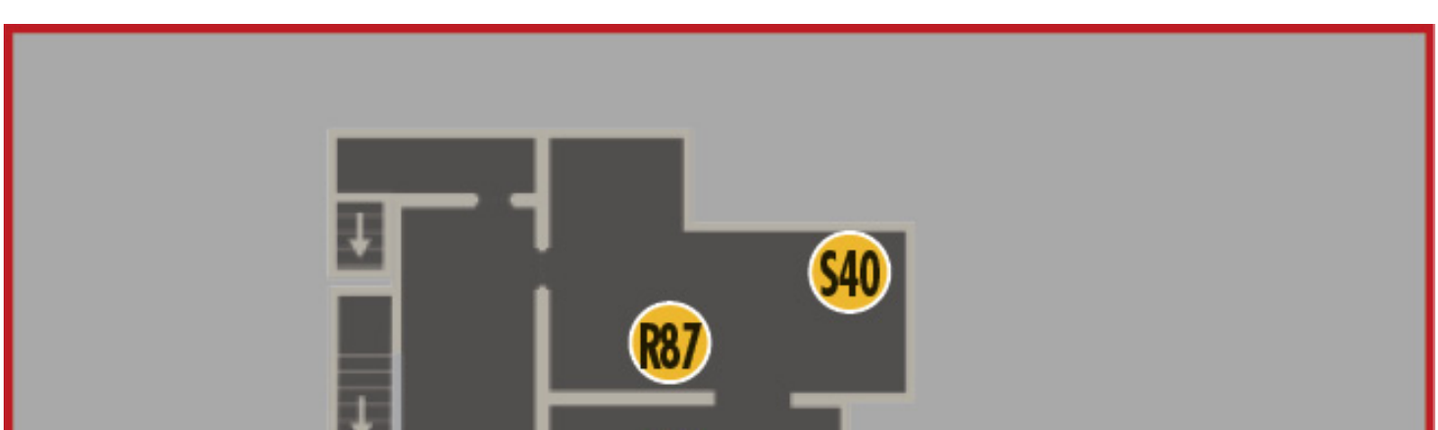
Collectibles
Monster

THE RANCH

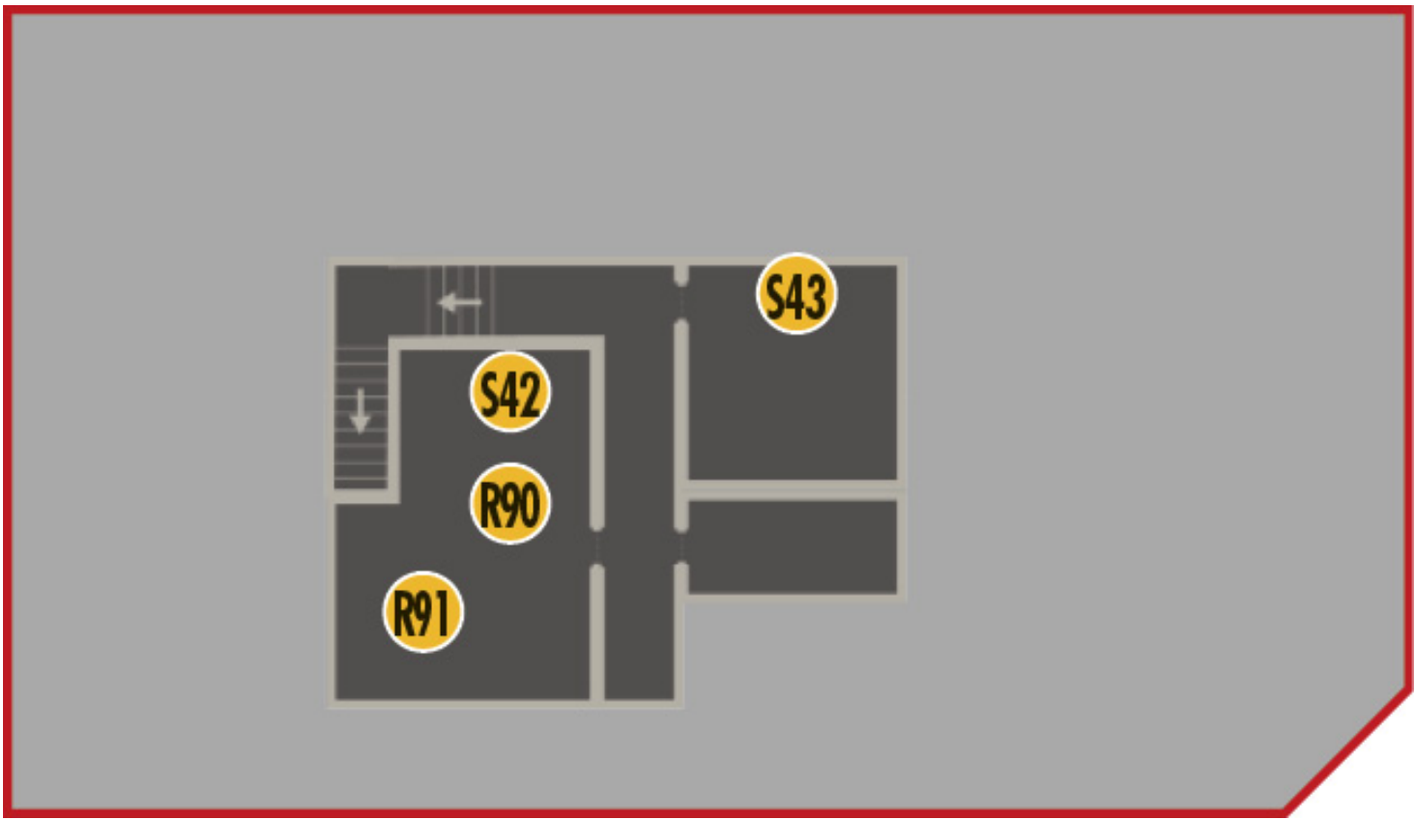
While visiting the homestead, look for these Collectibles.



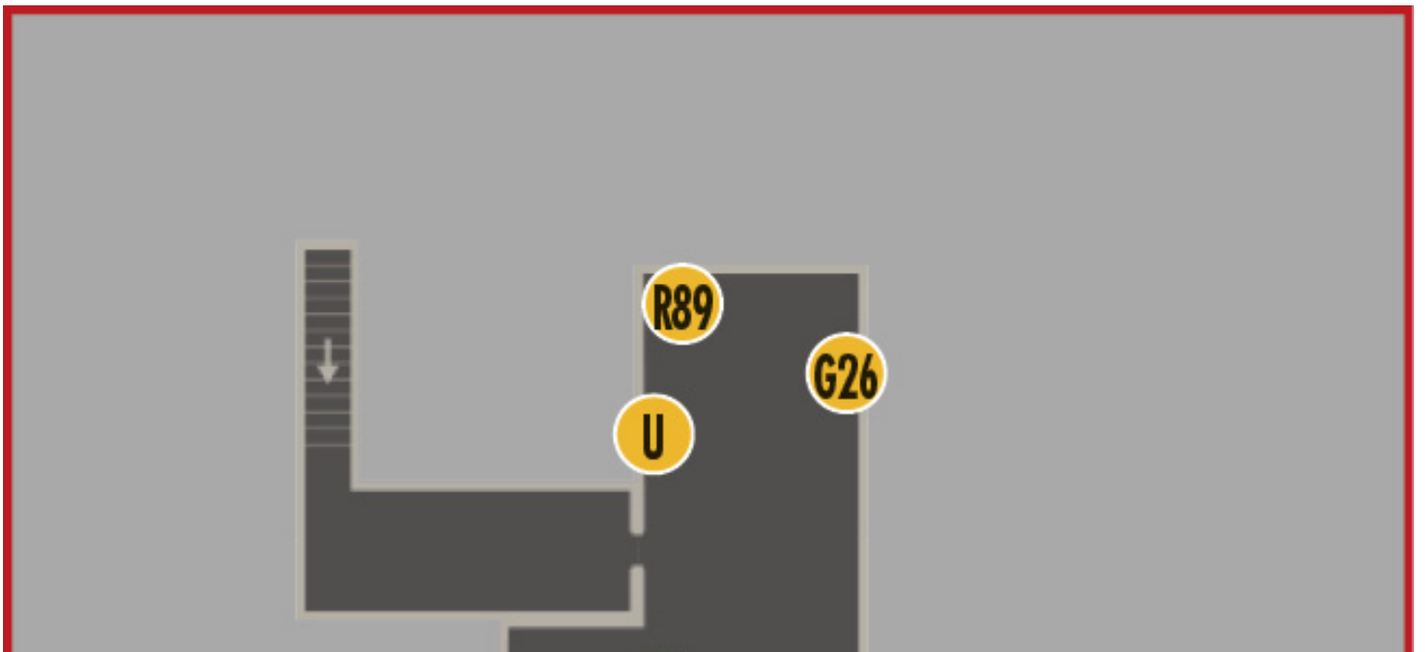
➤ *Ranch Exterior*



➤ *Ground Floor of House*



➤ *1st Floor of House*



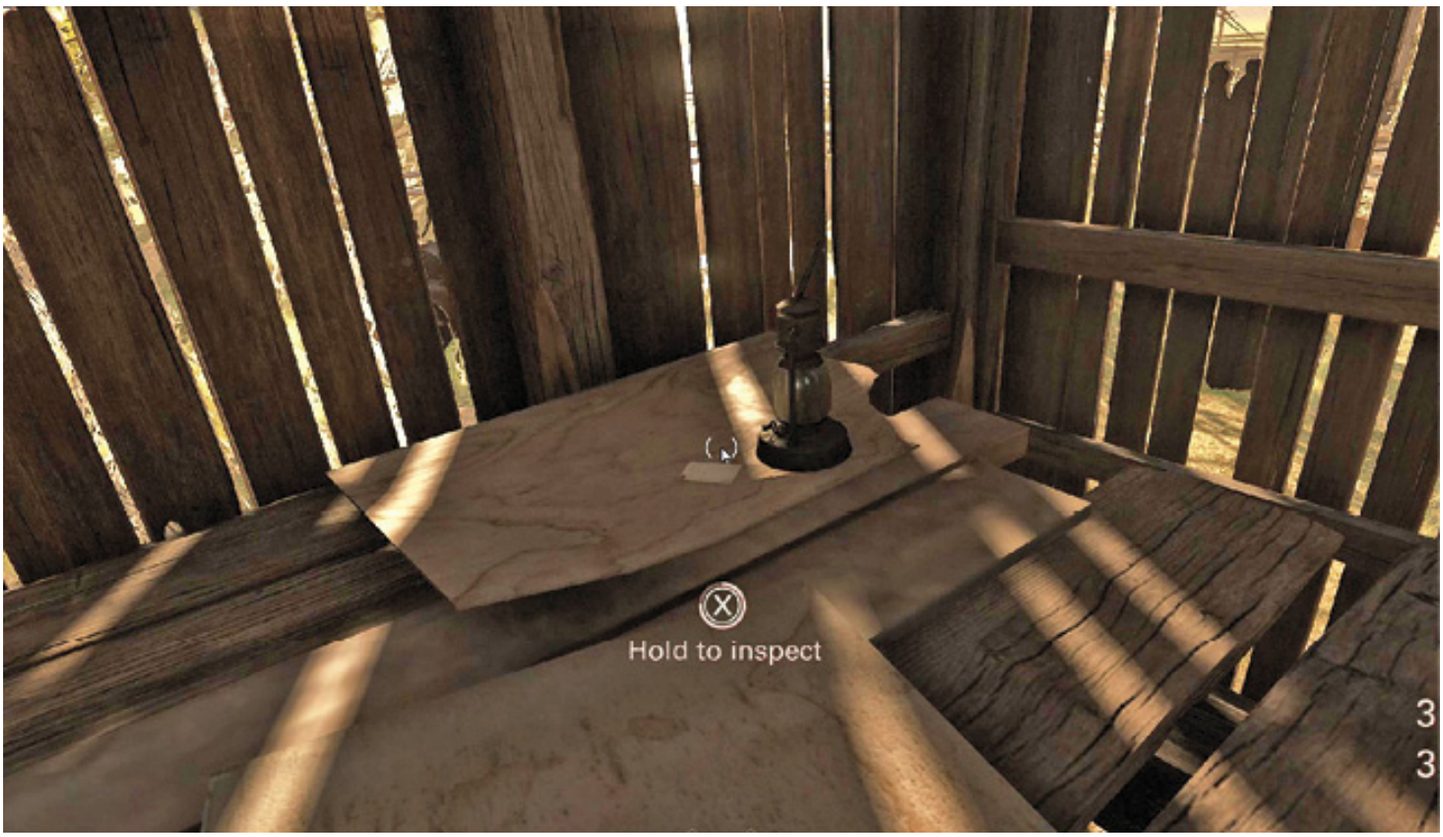
➤ *Basement of House*

Map

Ranch exterior, on a truck next to the stable.

R84: “Washington Urges Cooperation with Liberator Squads”

Newspaper: Ranch exterior, in the stable.



R85: Frank’s Letter

Letter: Ranch exterior, in the stable loft. Climb the ladder to reach it.

R86: Überkommandant Wechsler’s Letter

Letter: Ground floor, in the front room of the house.

R87: Fragment of Old News Article

Newspaper: Ground floor, in the kitchen.

R88: Aunt Wilma's Letter

Letter: Ground floor, in the front room of the house.

R89: Young Billy's Note

Note: Basement.

R90: Archibald's Letter

Letter: First floor, in the large bedroom.

R91: Zofia's Diary

Diary: First floor, in the large bedroom, on the floor.

G25: Mono-Wheel

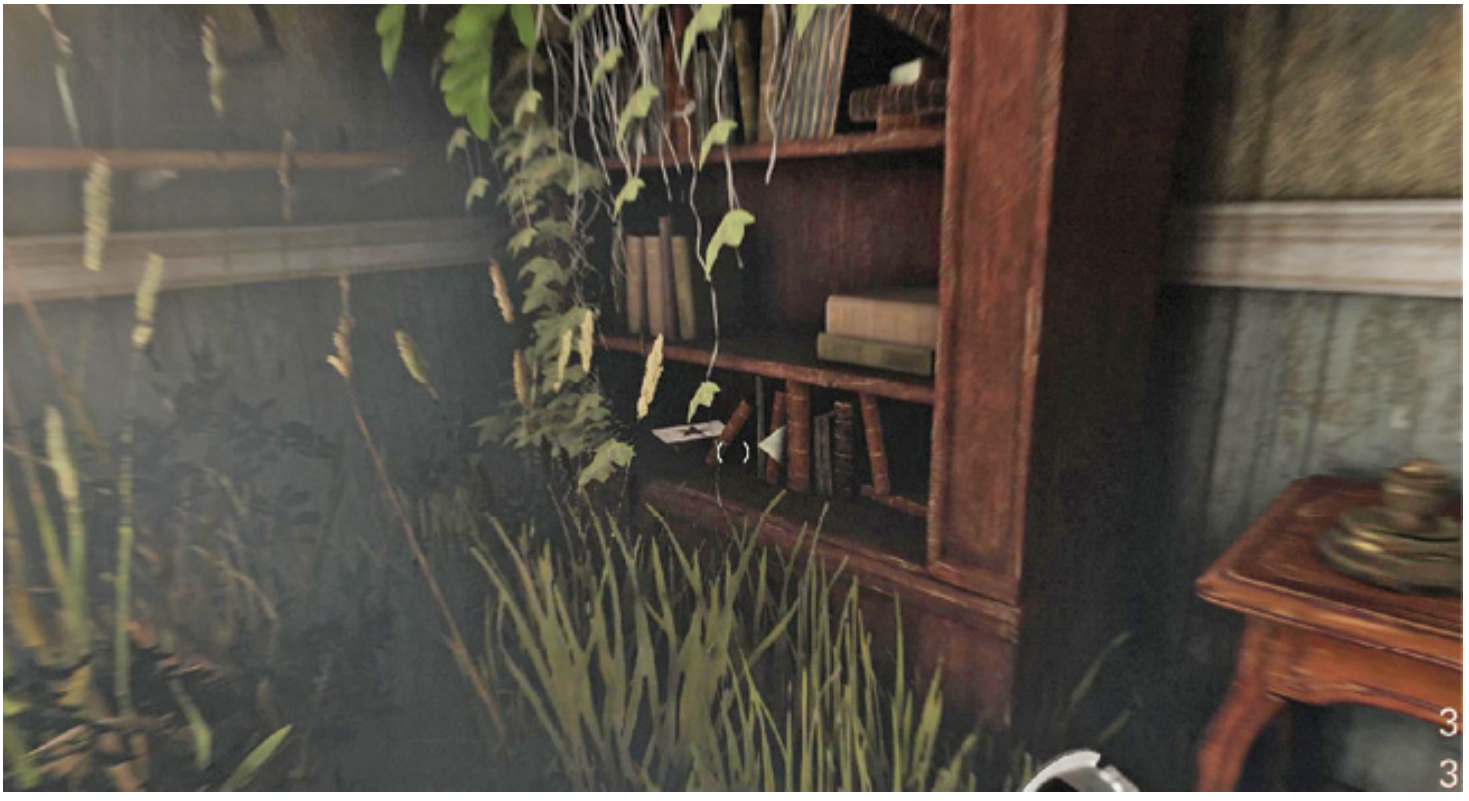
Ranch exterior, in the stable.

G26: Rip and Zofia

Basement.

S38: Ruby Webber

Ranch exterior, in the stable, in the basket on the bicycle. This one's tough to find.



S39: Lucy Cell

Ground floor, in the front room of the house.

S40: Hector Silver

Ground floor, in the kitchen.

S41: Sebastian Dunn

Basement.

S42: Larry Johnson

First floor, in the large bedroom, on the floor next to the desk.

S43: Marty Lean

First floor, in the small bedroom.

ÜBERKOMMANDANT MISSION: MESQUITE FARMHOUSE

R92: "'Liesel' Season 9 to Celebrate the Fatherland"

Newspaper: Ranch exterior, in one of the small rooms on the upper level along the wall near the main gate.

R93: Lady Helene's E-Post

E-post: Basement, on a workbench.

R94: Fragment of a Movie Script

Piece of paper: Basement.

C27: Mesquite Farmhouse

Ranch exterior, in the second room on the upper level along the wall near the main gate.

T8: Paper Plane

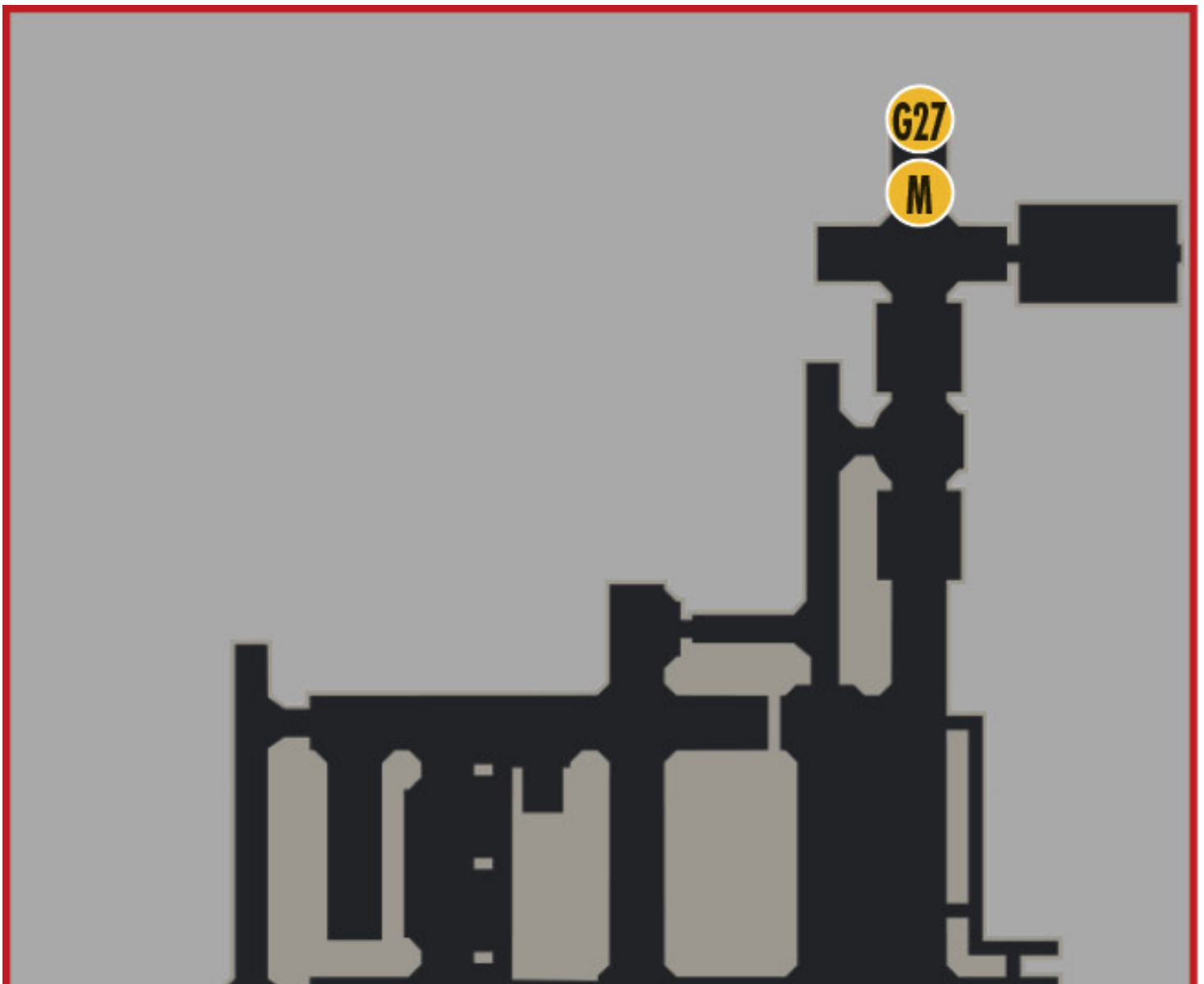
Ranch exterior, on the ground level, near a trailer by the main gate.

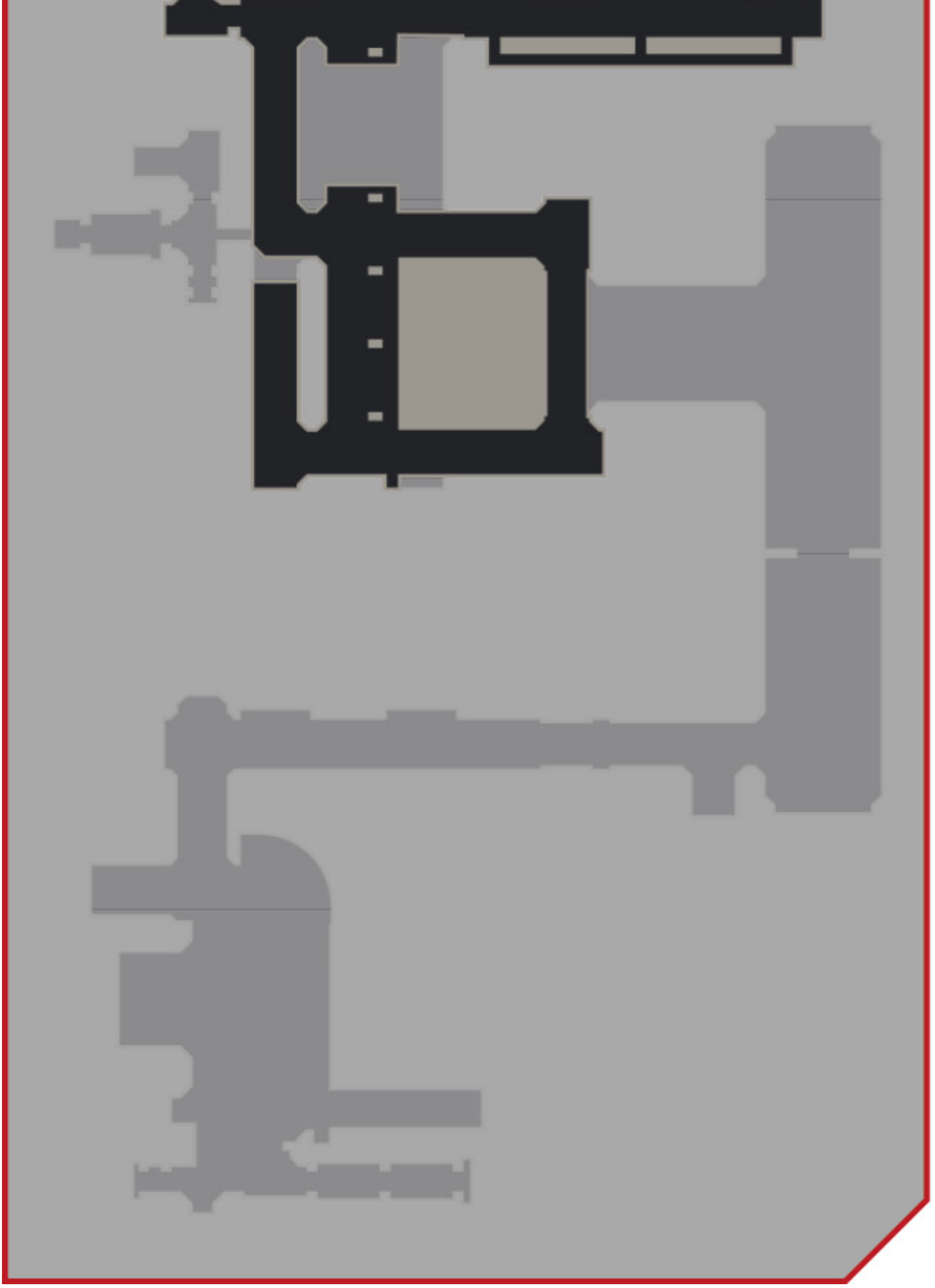
Collectibles

A New Suit

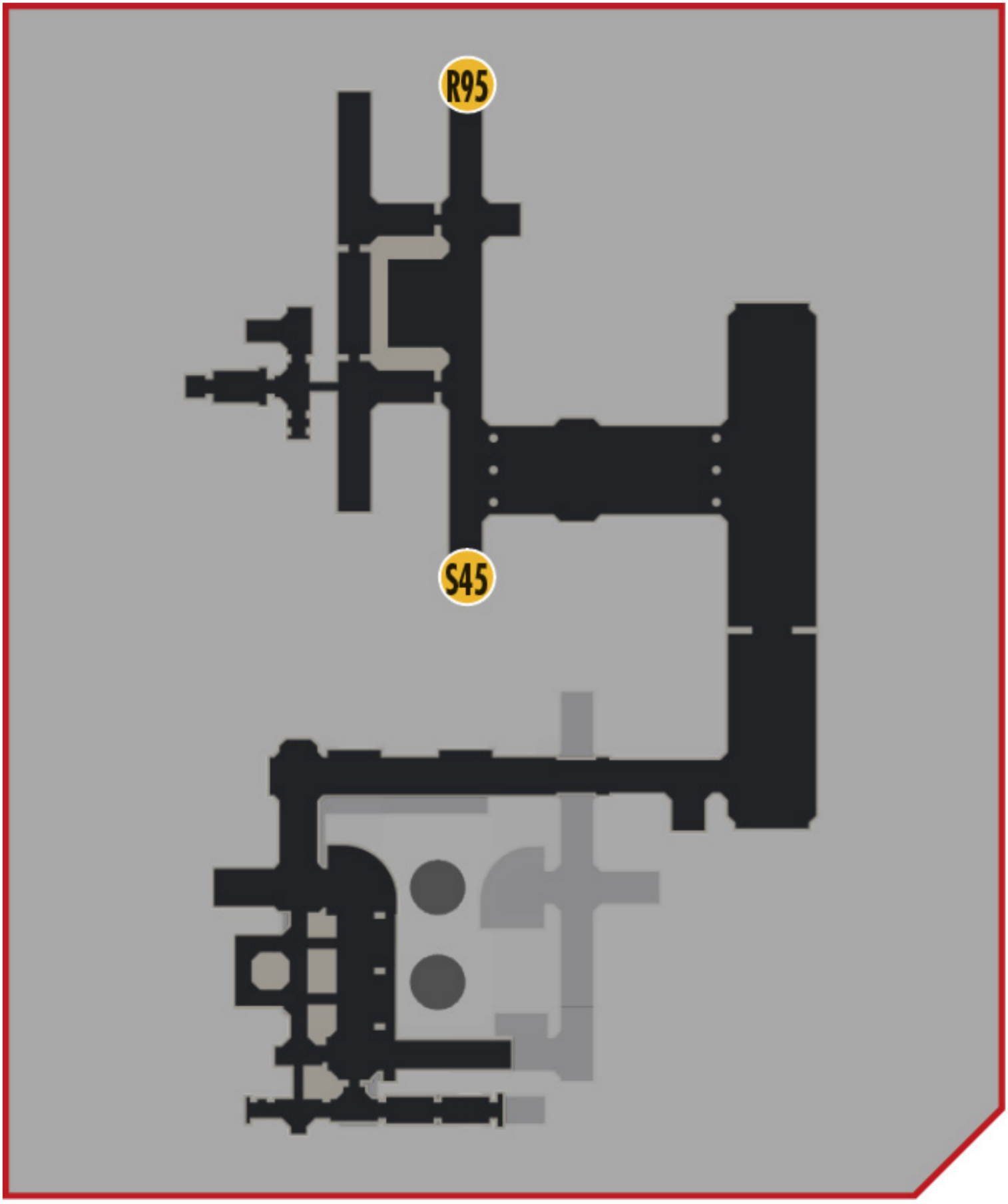
RECOVER THE NEW ORLEANS DOSSIER

Collectibles don't start showing up until you get through the decontamination room and into the bunker. Don't waste time and health searching in the radioactive ruins.

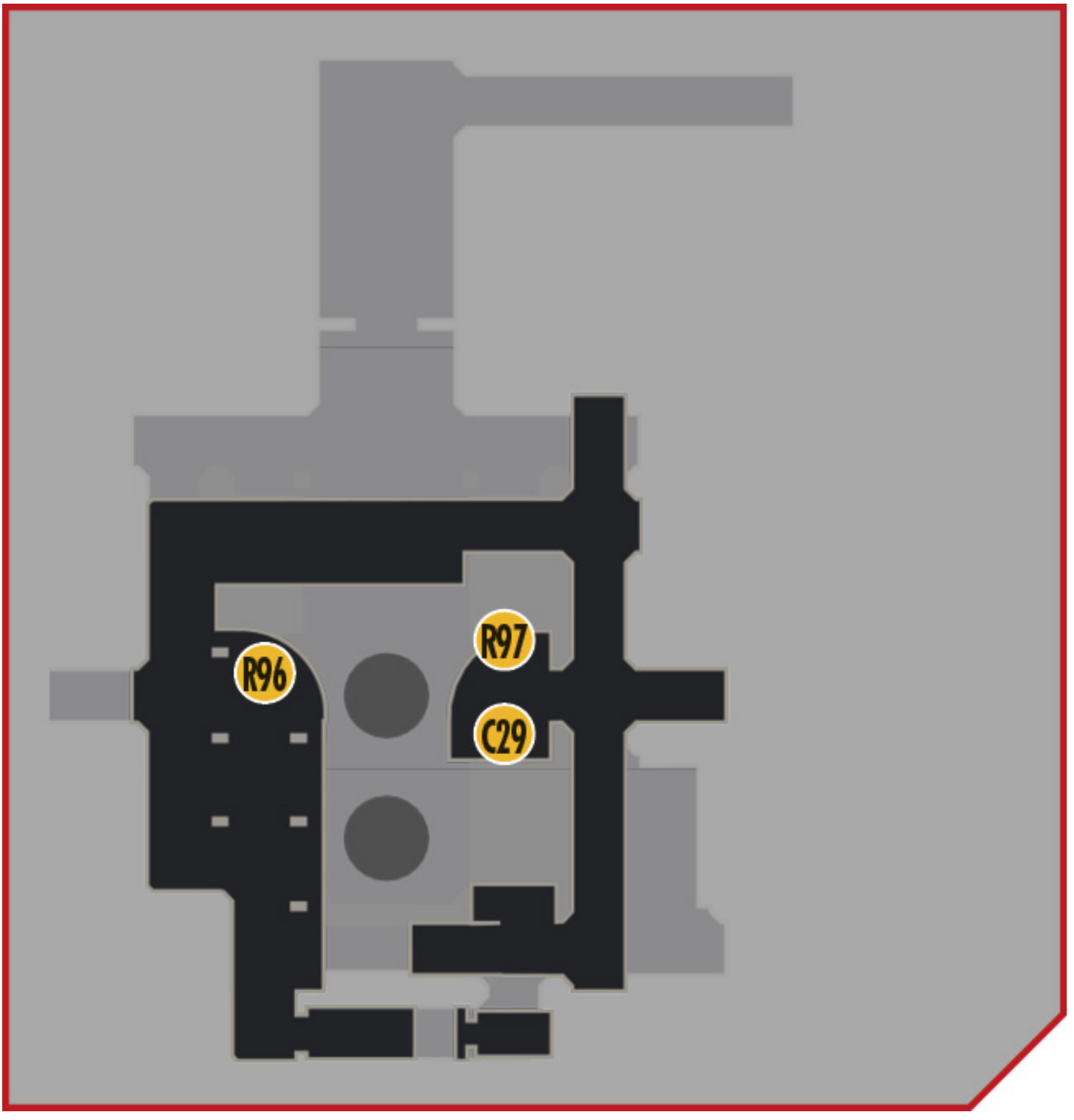




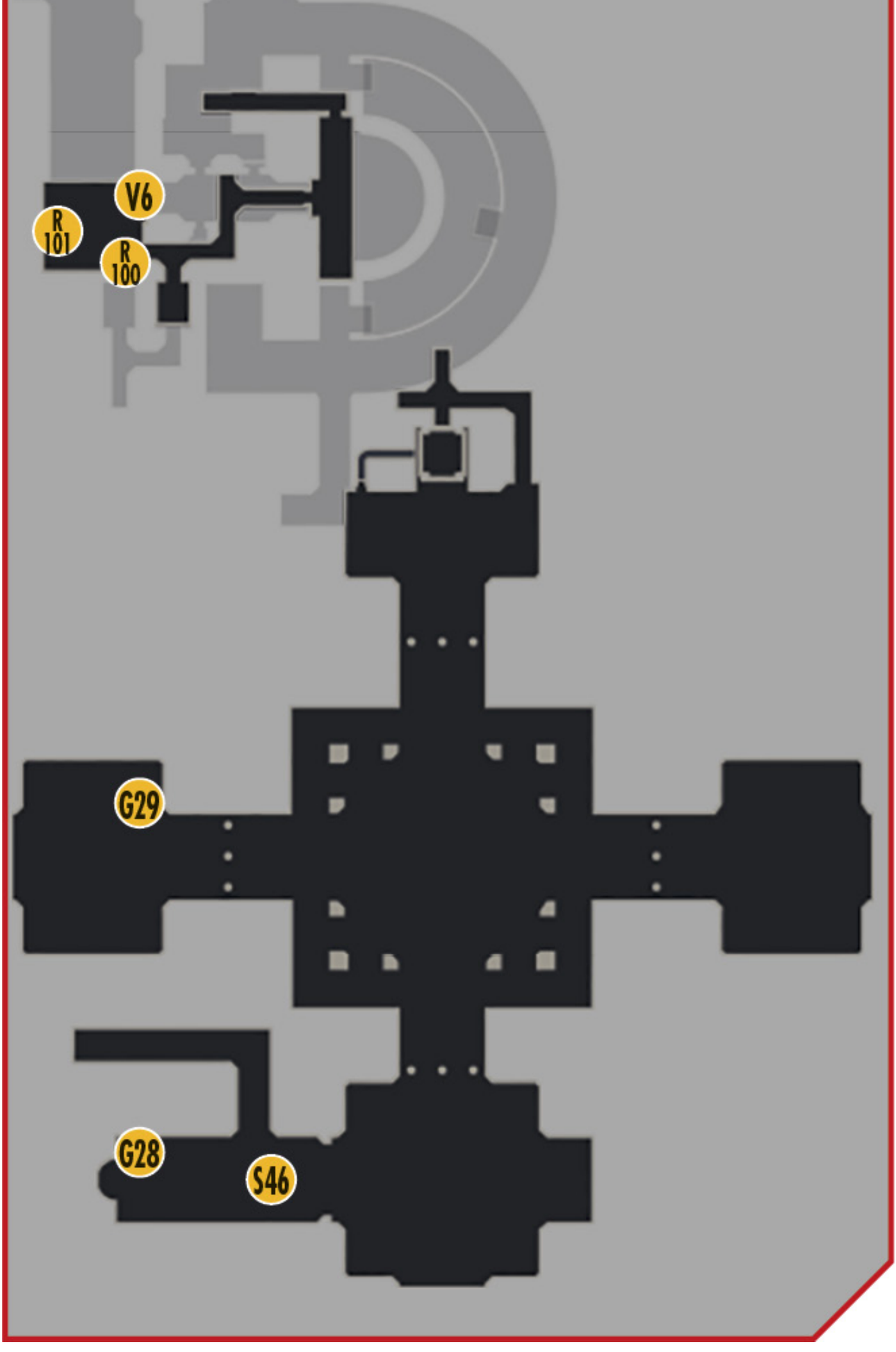
➤ *Basement Level 4*



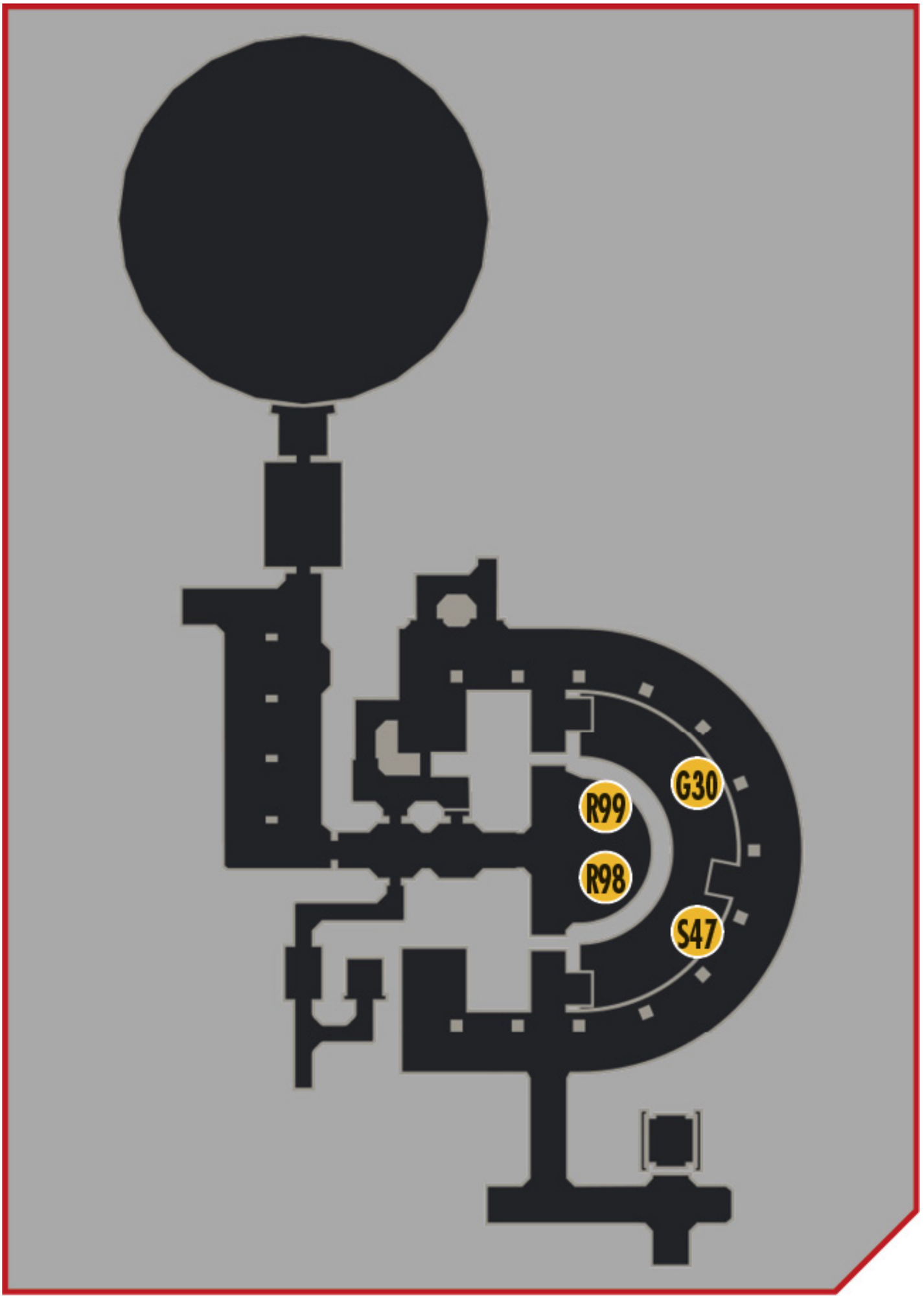
➤ *Basement Level 5*



➤ *Basement Level 6*



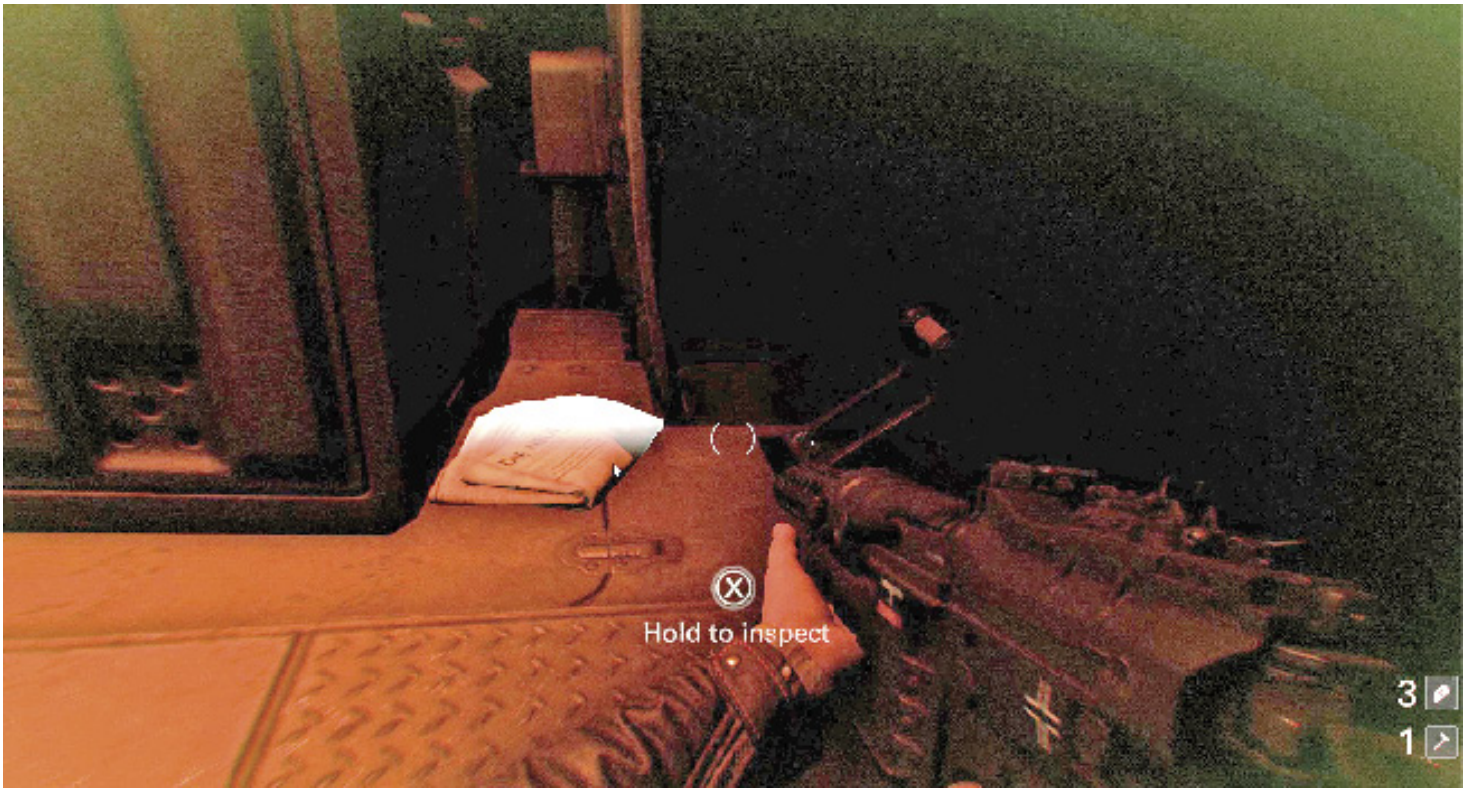
➤ *Basement Level 8*



➤ *Basement Level 9*

Map

Basement Level 4, among some containers right after you enter the bunker.



R95: “Meet the Dapper Young KKK Leader with a Message of Hope”

Newspaper: Basement Level 5, behind some containers.

R96: Karla's Postcard

PostCard: Basement Level 6, in one of the control rooms.

R97: Klaus' Letter

Letter: Basement Level 6, in the other control room. This one can be tough to spot.

R98: Überkommandant Klinger's Note

Note: Basement Level 9, in the bunker's main control room.

R99: Kommandant Achterberg's E-Post

E-post: Basement Level 9, in the bunker's main control room.

R100: "'Der Berstrafer': The Bomb That Created Peace"

Newspaper: Basement Level 8, on the upper level of the main control room.

R101: Jurgen's Postcard

PostCard: Basement Level 8, on the upper level of the main control room, in a drawer.

V6: Record: "The Bunkers: Toe the Line"

Basement Level 8, on the upper level of the main control room.

C29: A New Body

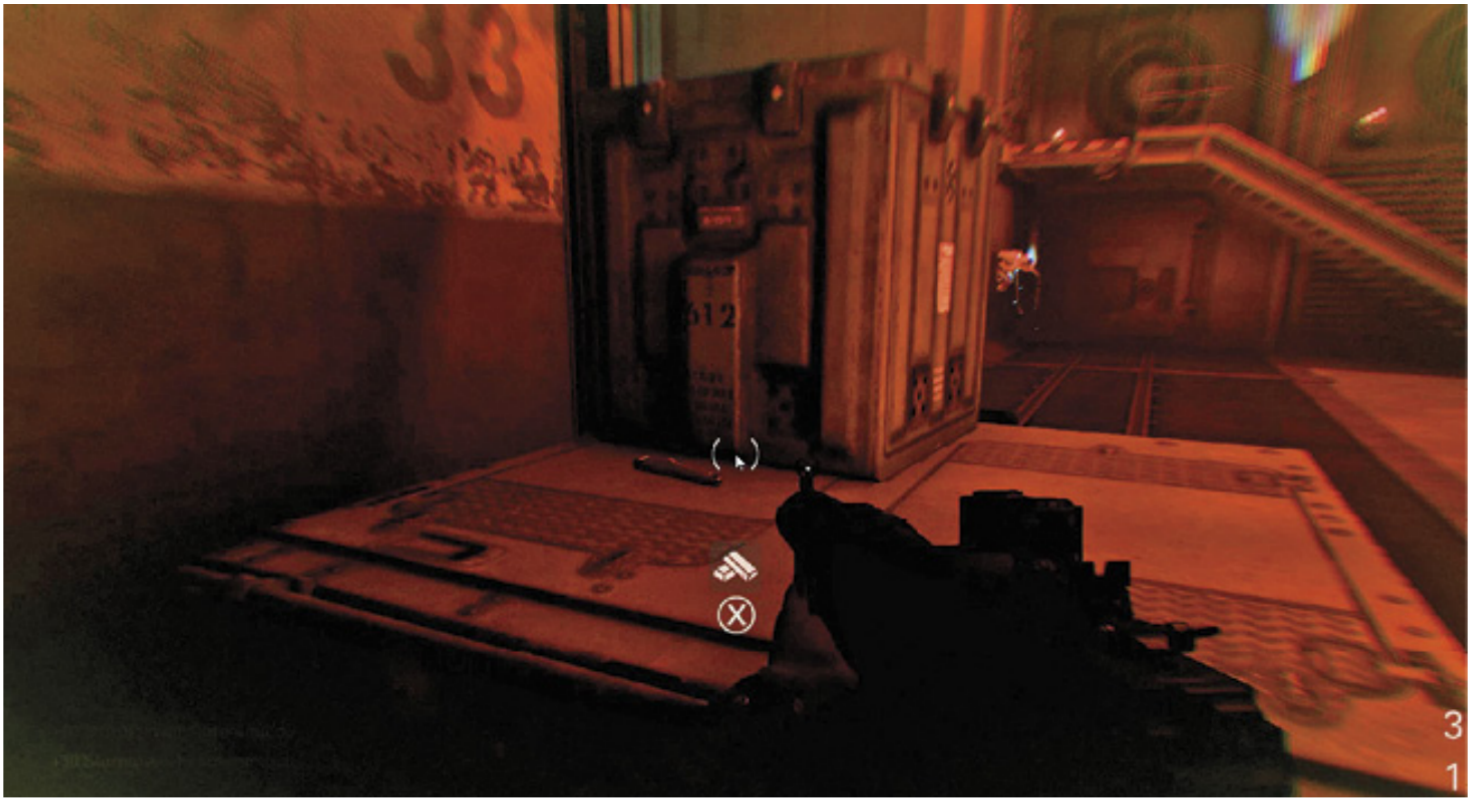
Basement Level 6, in a control room.

G27: Set and Shoshanna

Basement Level 4, behind the containers where the map is located, near the bunker's entrance.

G28: B.J. Captured

Basement Level 8, behind a container.



G29: Engineer

Basement Level 8, in one of the large side rooms, in the corner behind a container.

G30: Commander

Basement Level 9, out in front of the main control room, inside a desk drawer.

S45: Chris Grey

Basement Level 5, on a seat in an alcove.

S46: Wolf Monster

Basement Level 8, on a forklift.

S47: Jimmy Kell

Basement Level 9, on a table outside the main control room.

ÜBERKOMMANDANT MISSION: MANHATTAN BUNKER

➤ *Basement Level 4*

T1: Robot

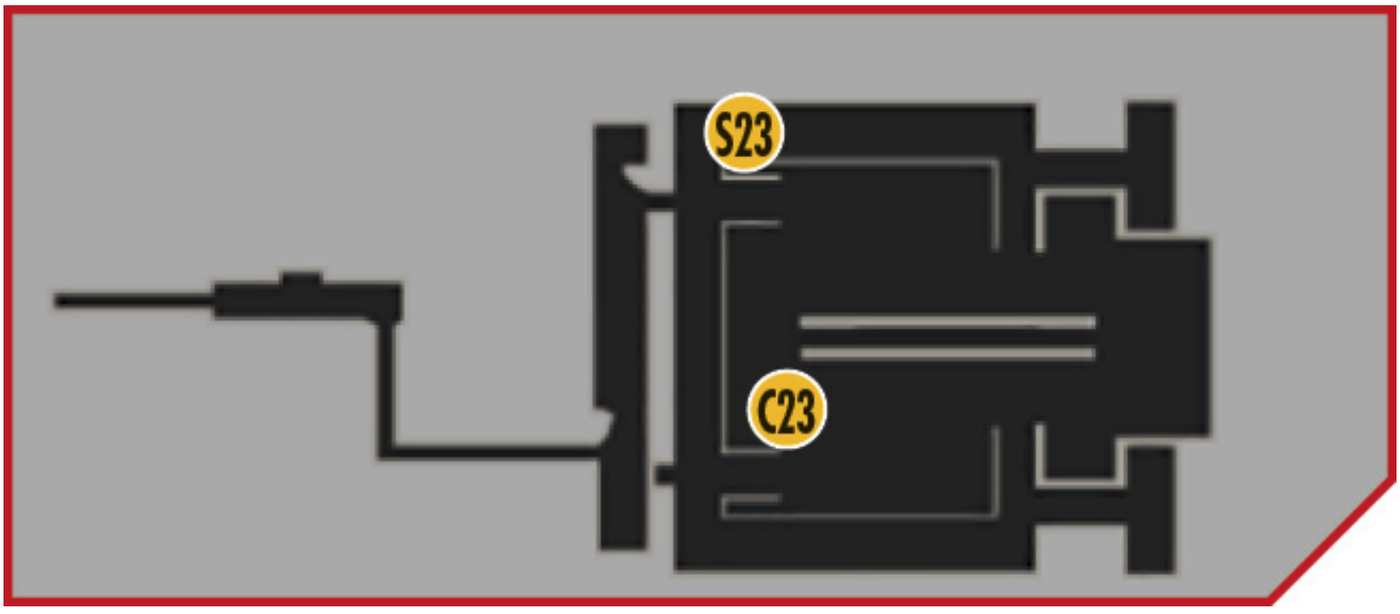
Basement Level 4, hidden behind some containers in an alcove, at the farthest point from where you start the mission.

Collectibles
Lost at Sea

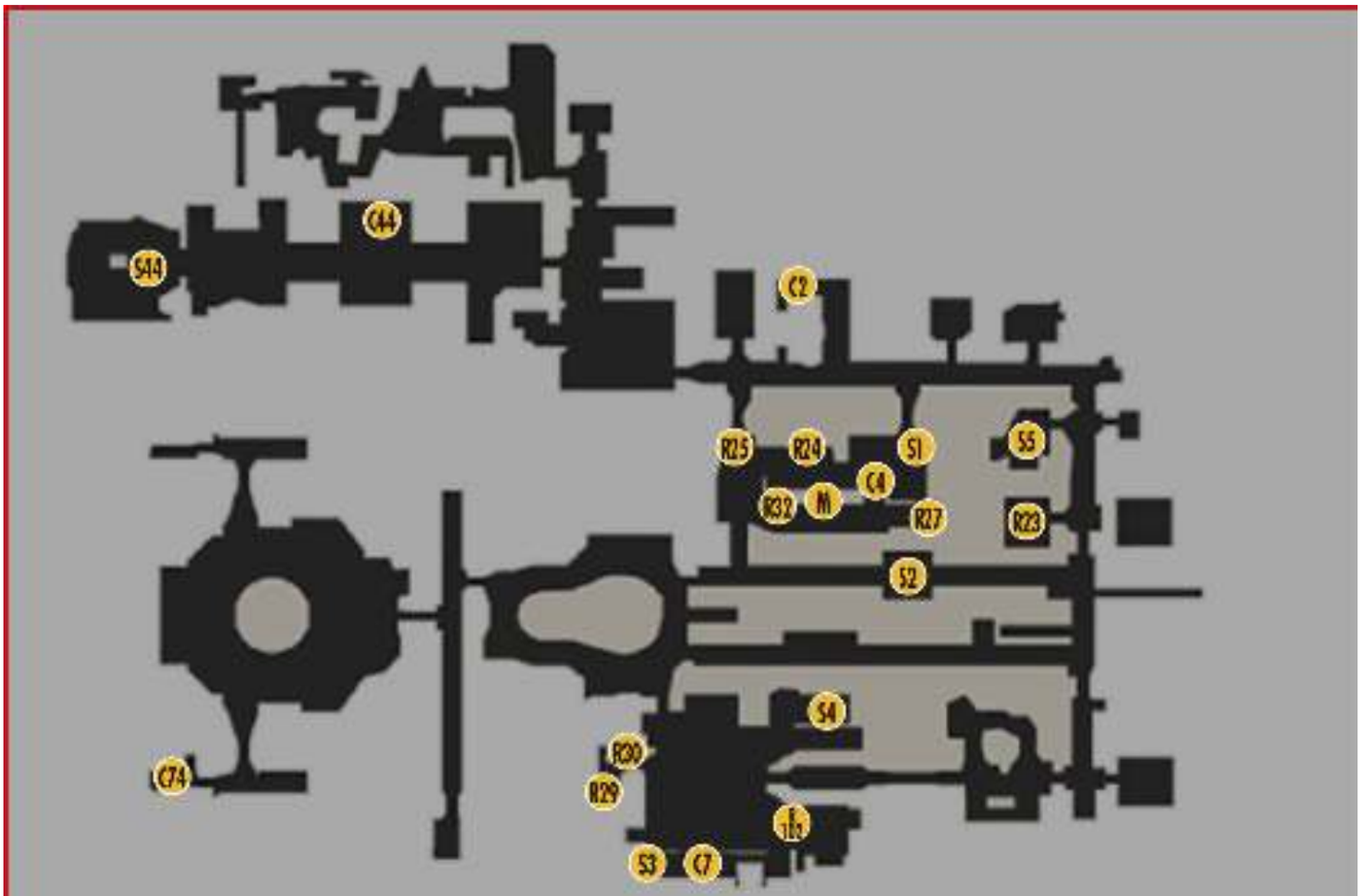
HOME AGAIN

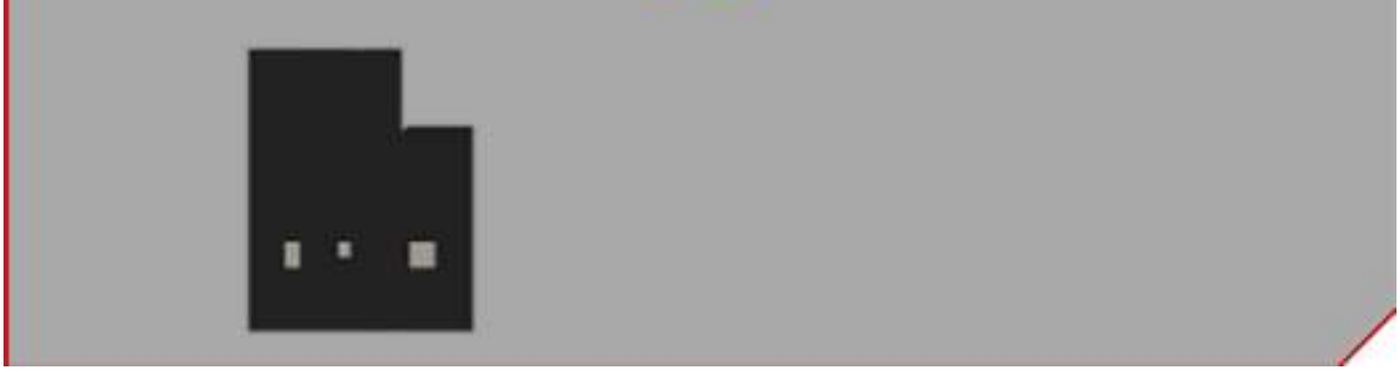
Look for these newly available Collectibles when you get back to *Evas Hammer*.

➤ *1st Floor*



➤ *2nd Floor*





➤ *Ground Floor*

R102: Grace's Enigma Machine Note

Note: Ground floor, in the helm, on the seat of the Enigma Machine.

R103: BRF Rebel Connie's Journal

Journal: First floor, in Club Kreisau, on a chair next to a projector in the corner.

C23: Section F Nuke Storage

Second floor, in the hangar near the steps.

C44: Trial and Execution

Ground floor, in the room where you tested out the contraptions.

C74: *Evas Hammer* Interiors

Ground floor, in Horton's living quarters.

S23: Bryan Felt

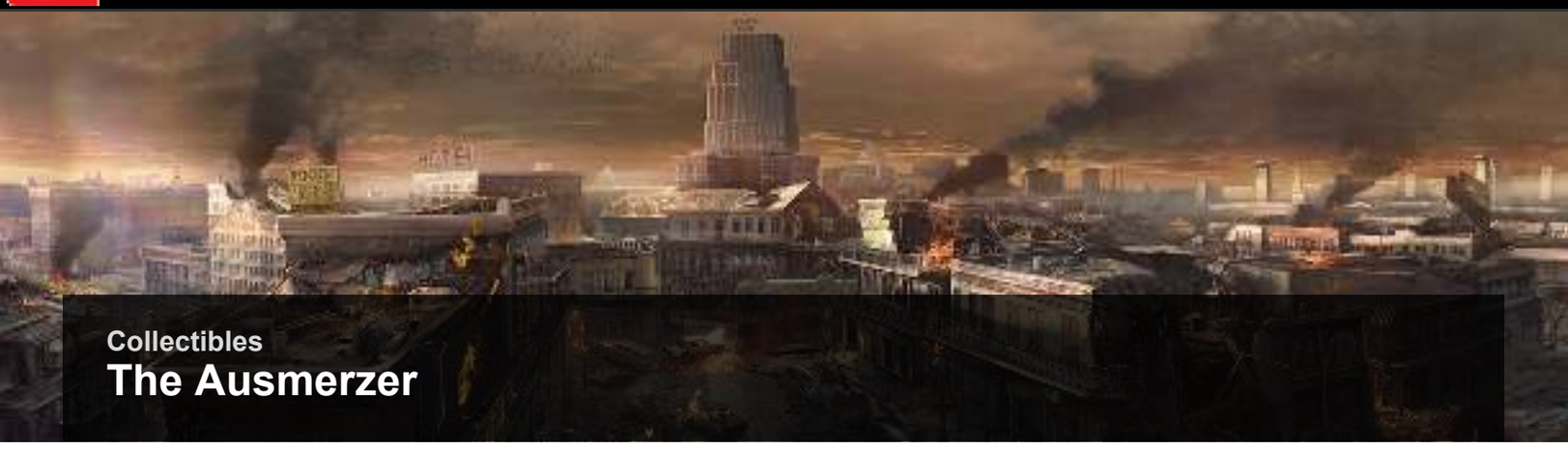
Second floor, inside a locker in the hangar.

S44: Miles Lamburt

Ground floor, at the exit of the contraption training area, next to where you must drop into a duct.

S74: Don Laffy

Ground floor, in Horton's living quarters.

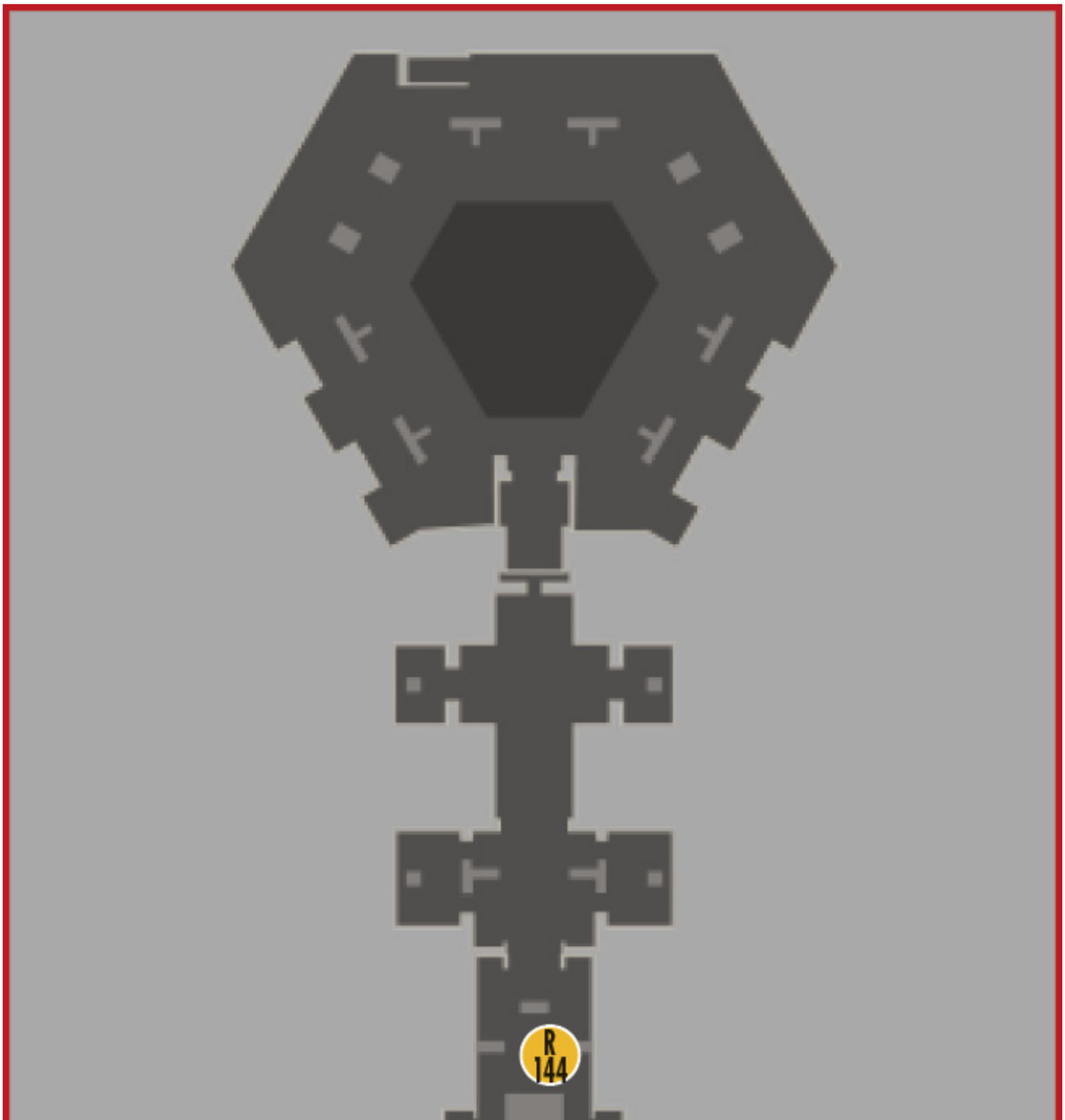


Collectibles

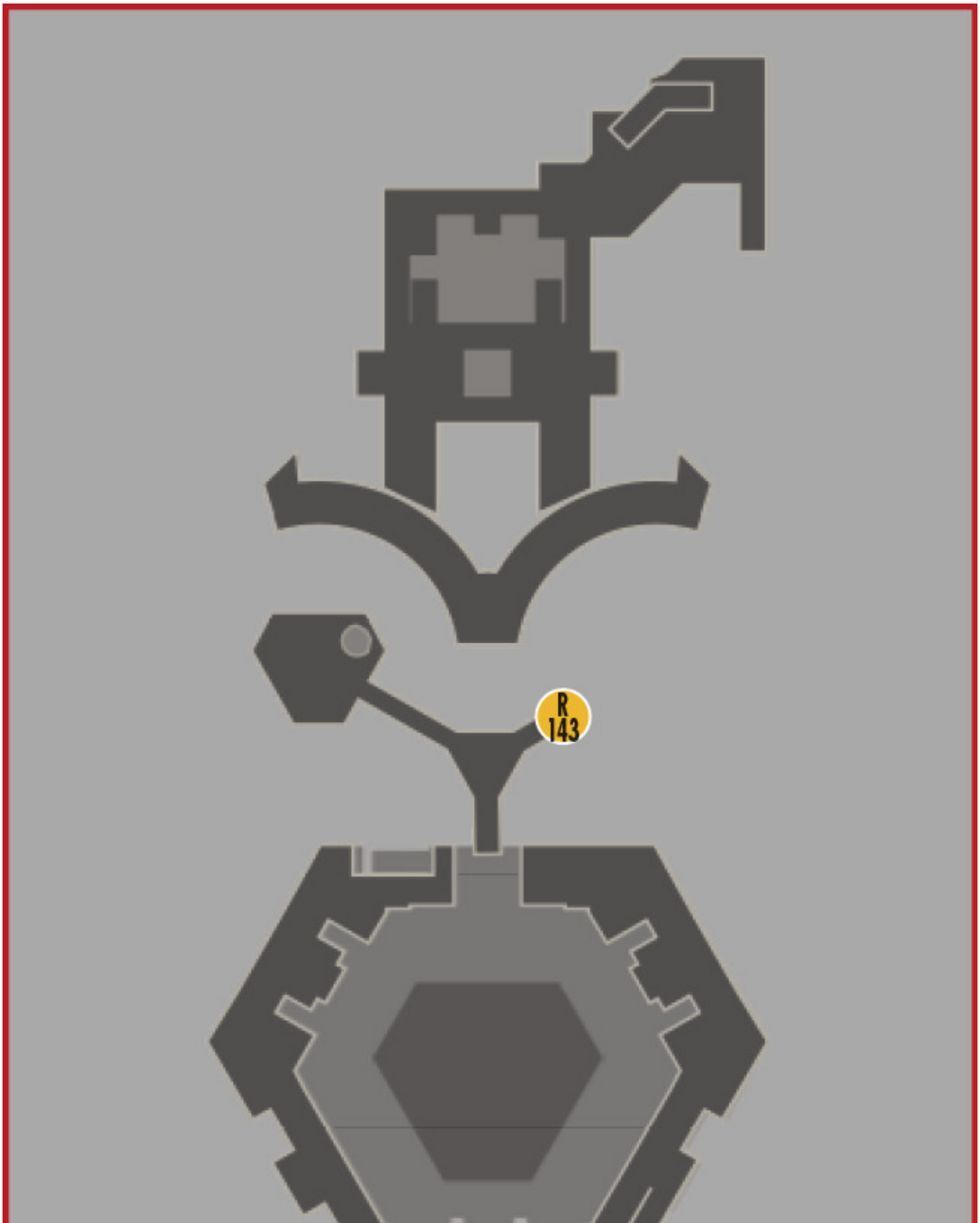
The Ausmerzer

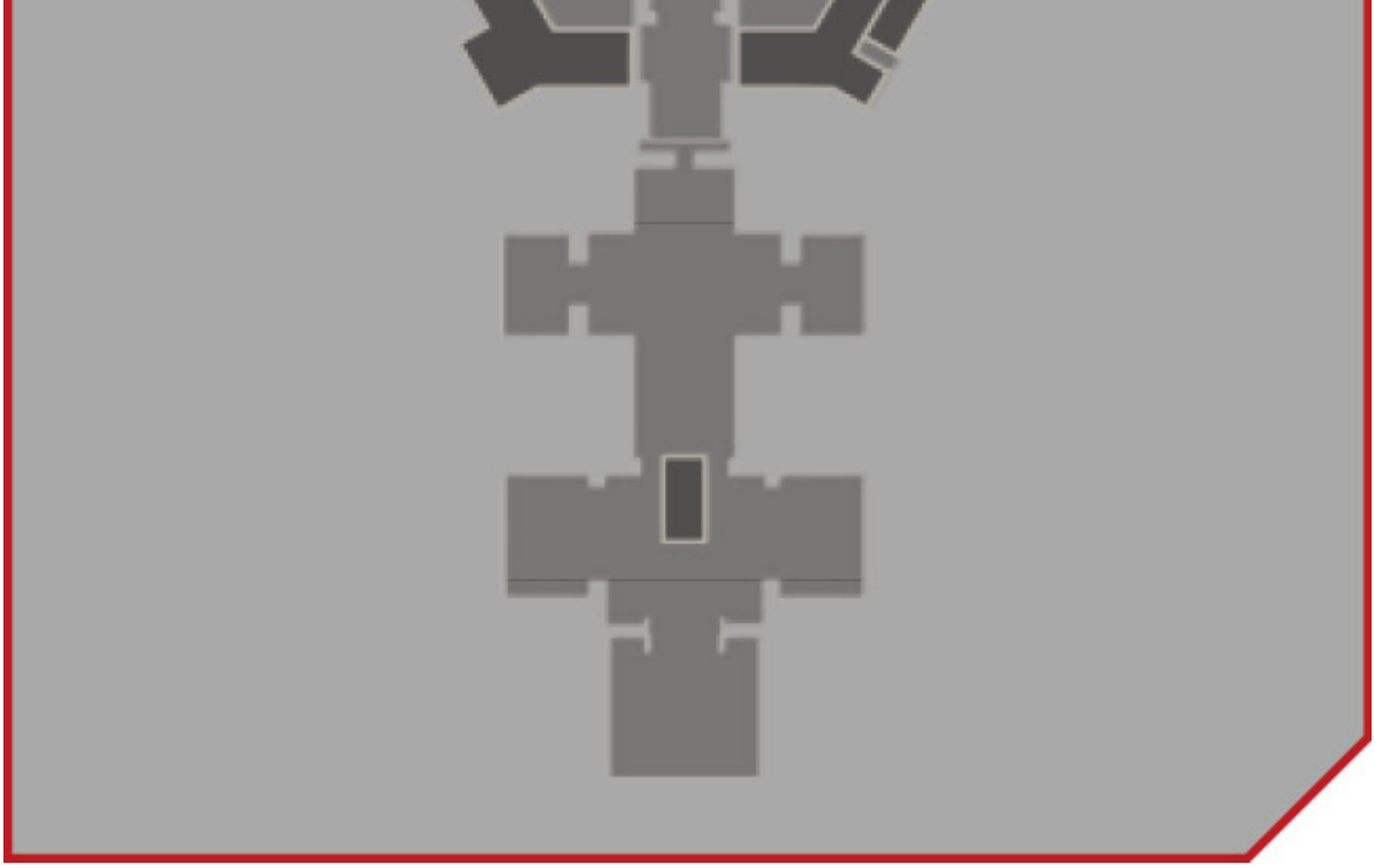
THE FINALE

During the attack to take control of the *Ausmerzer*, watch for these Collectibles.

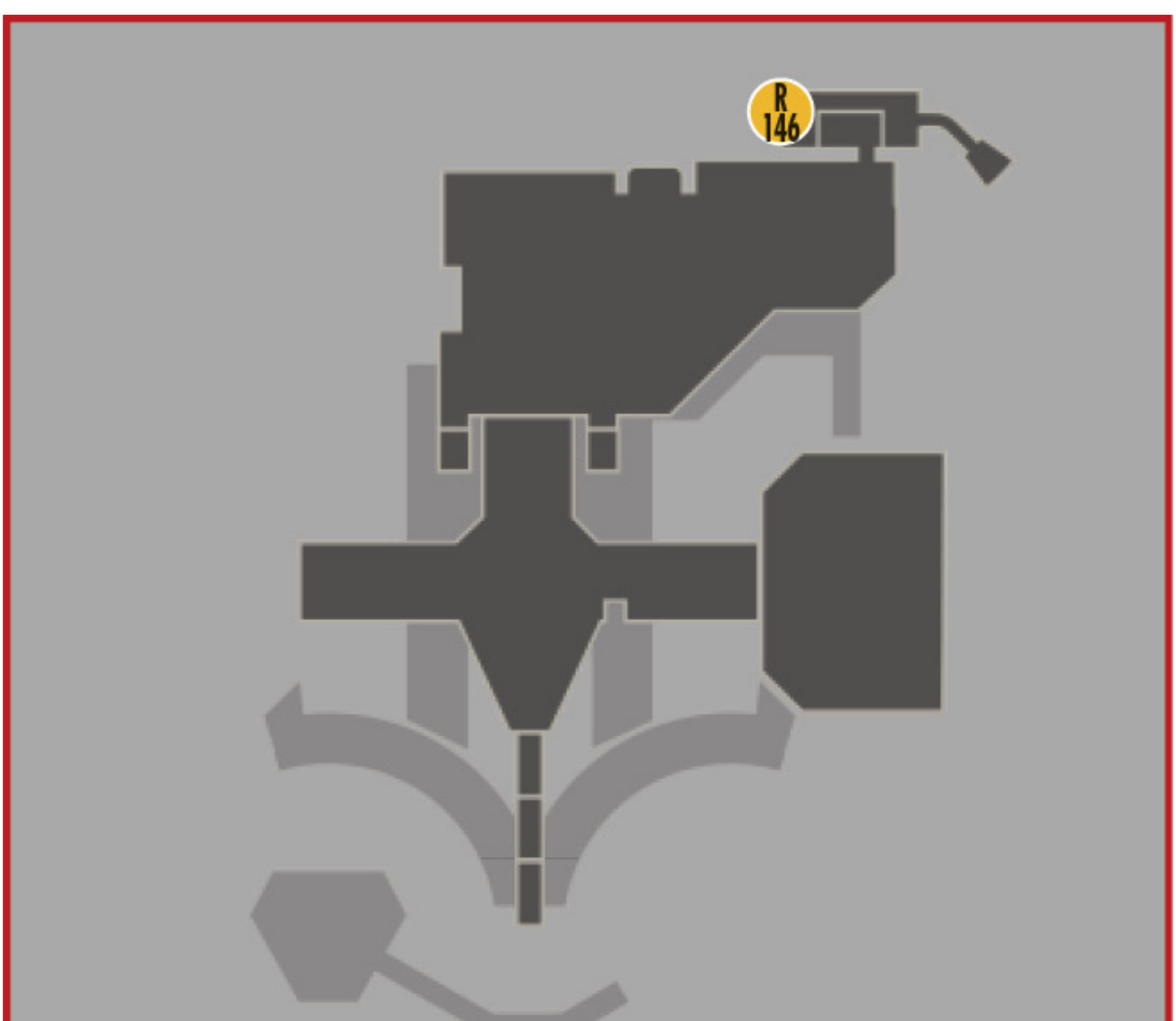


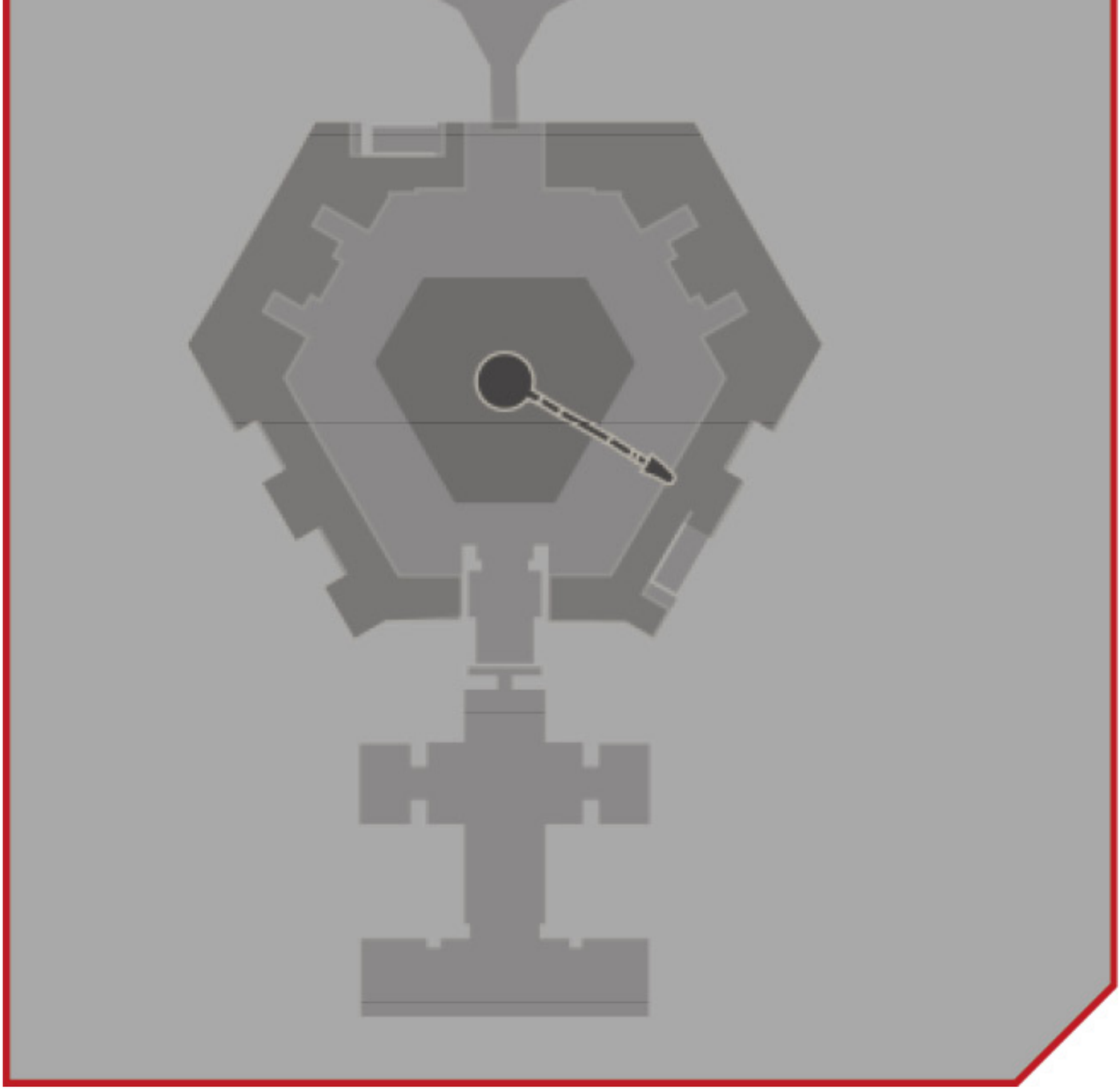
➤ *Level 5*



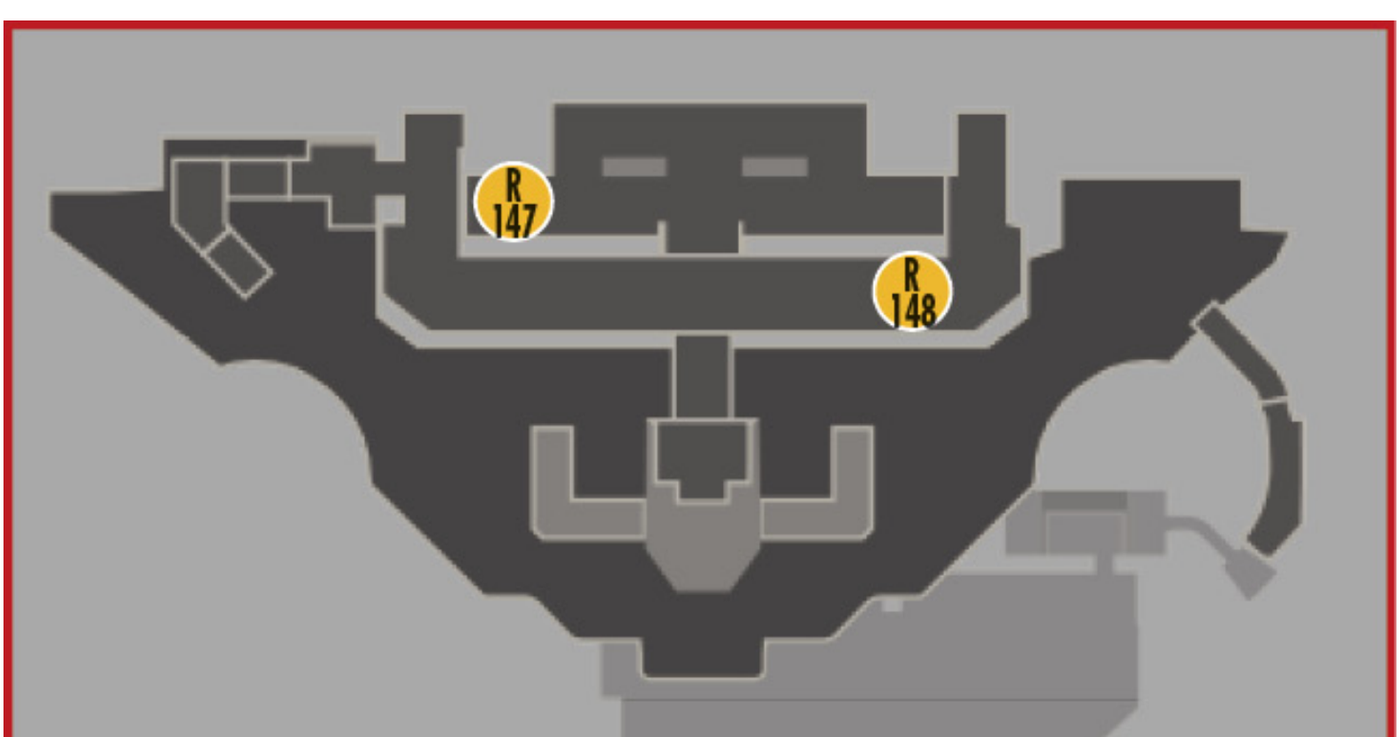


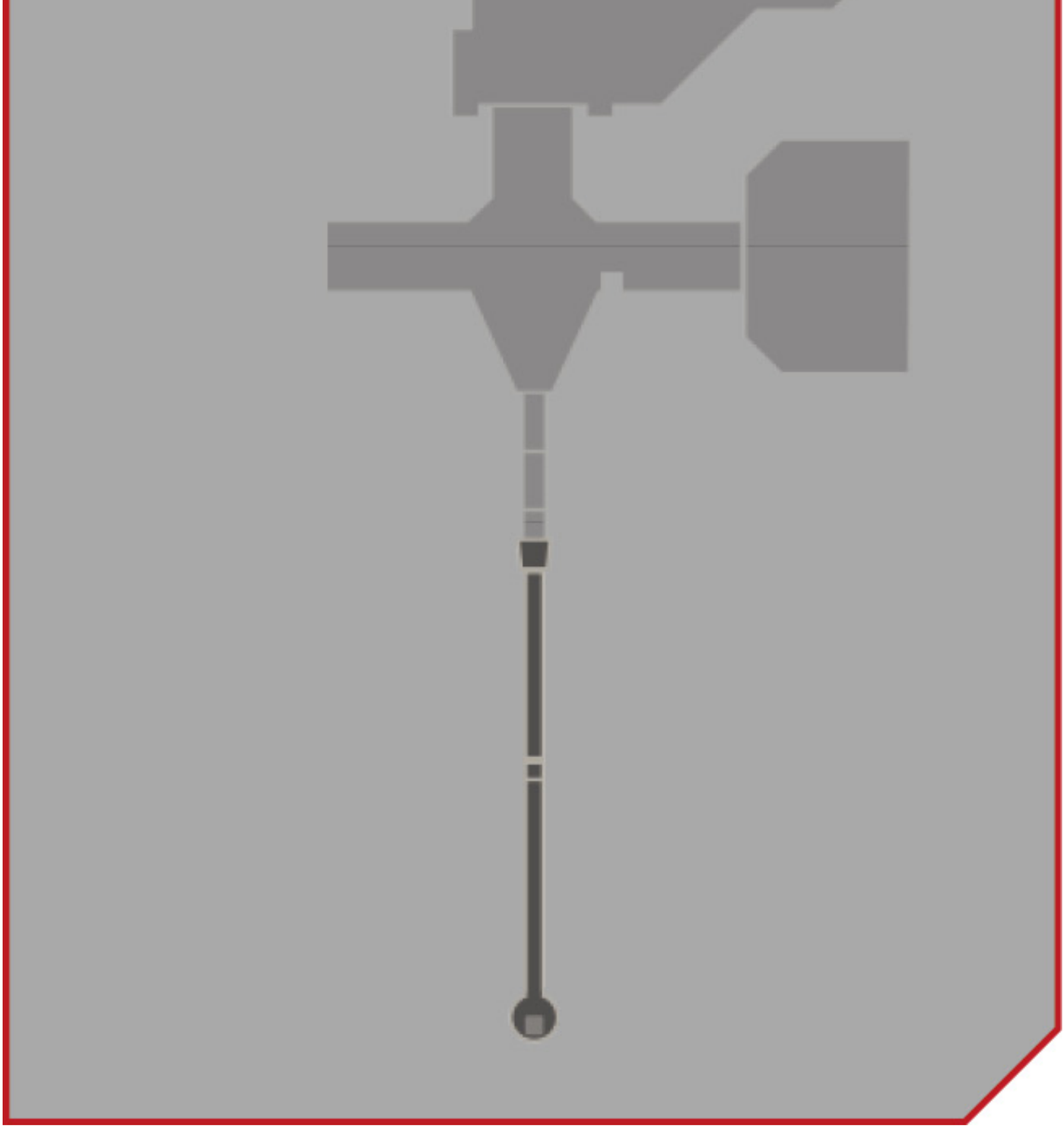
➤ *Level 6*



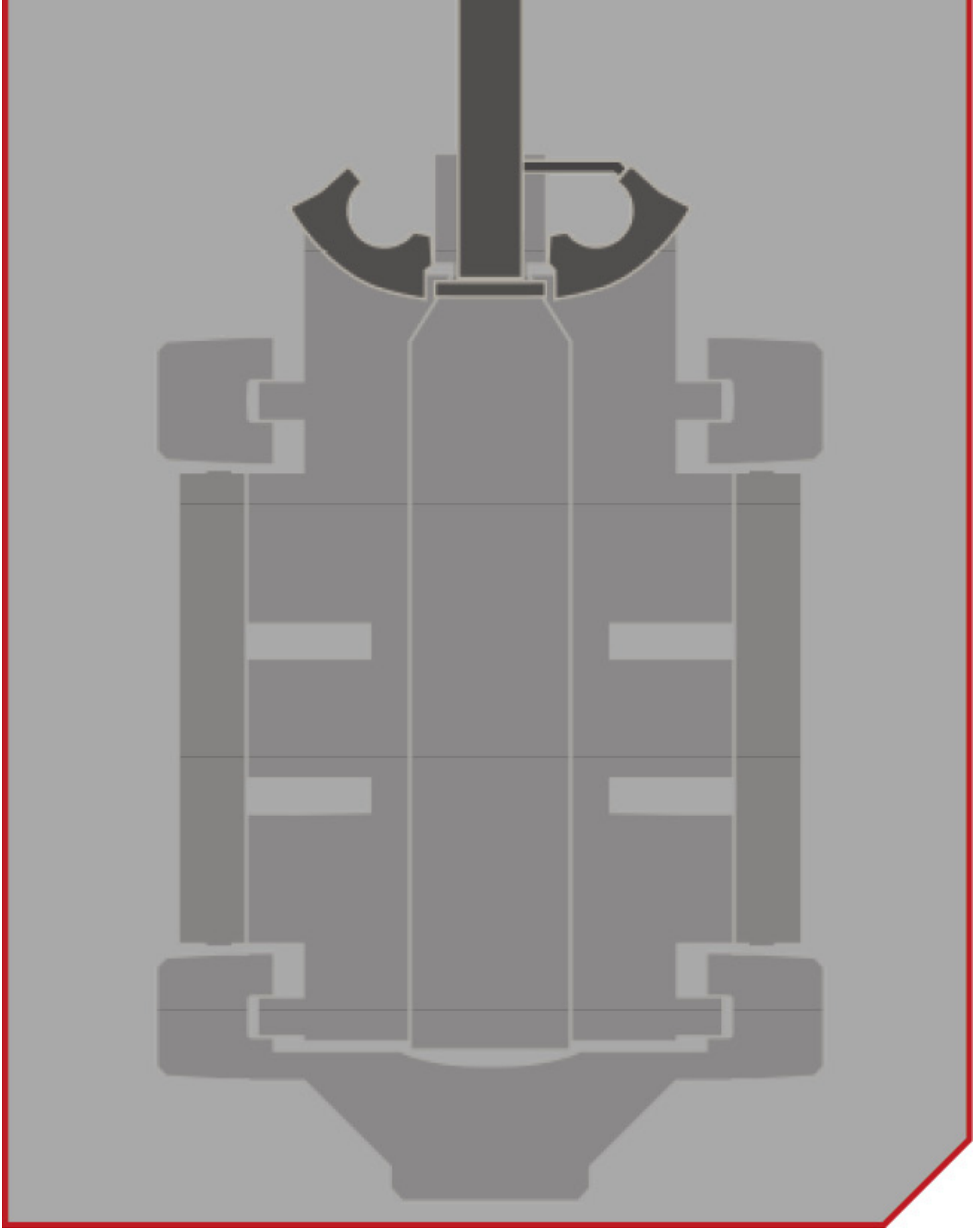


➤ *Level 7*





➤ *Level 8*



➤ *Level 11*

Map

Level 5, in the control room, under a console.

R143: Nazi Maintenance Worker's Note

Note: Level 6, in a round duct, on the left at an intersection.

R144: General Engel's E-Post

E-post: Level 5, in the control room, near the map.

R145: "Elite Hans Comes to Life in New Adventure Books"

Newspaper: Level 5, on a console in the control room.

R146: Gunther's Postcard

PostCard: Level 7, after climbing up a ladder and before crawling through a duct.

R147: Kommandant Klaus' Letter

Letter: Level 8, in the control room, on the row of consoles.

R148: Security Memo

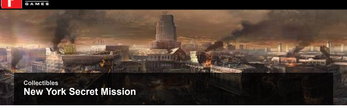
Note: Level 8, in the control room, on the front row of consoles.

R149: "General Engel to Appear on 'The Jimmy Carver Show'"

Newspaper: Level 11, on the bridge.

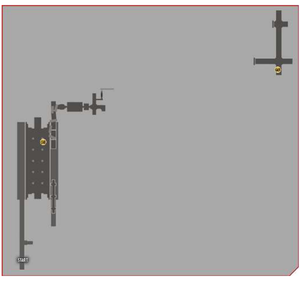
R150: AH's Postcard

PostCard: Level 11, on the bridge. Grab it before you open the door to continue.

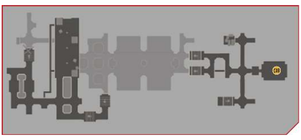


ÜBERKOMMANDANT MISSION: RIVERSIDE

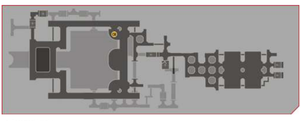
These six additional Collectibles can only be found in the secret mission unlocked by defeating the first 15 Überkommandants.



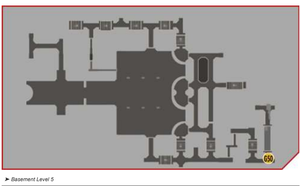
➤ *Basement Level 1*



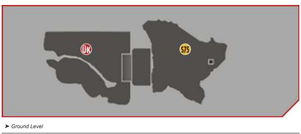
➤ *Basement Level 3*



➤ *Basement Level 4*



➤ *Basement Level 5*



➤ *Ground Level*

C48: Shooting Range, Hangar, and Moon Pool

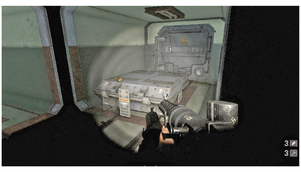
Basement Level 1, in the subway station near where you begin the mission.

C49: The *Ausmerzer*

Basement Level 3, in the second part of the level, in a dead-end room.

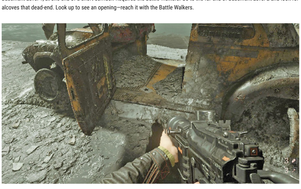
C50: The End

Basement Level 4, in a control room.



G49: *Ausmerzer*

Basement Level 1, at one end of a short corridor. Requires the Battle Walkers. Go to the far end of Basement Level 2 and look for alcoves that dead-end. Look up to see an opening—reach it with the Battle Walkers.



S75: Jerry Gussom

Ground floor, in the area where you find the Überkommandant, inside the wrecked automobile.

G50: Zerstörer

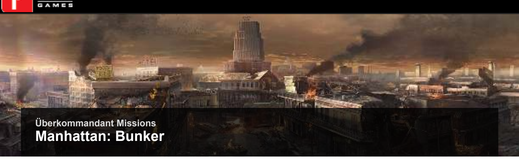
Basement Level 5. Requires the Ram Shackles and the Battle Walkers. This one's tough to collect. Crawl through a duct on Basement Level 4, located in the hallway between the large room and the control rooms. Follow it and drop to Basement Level 5. Use the Ram Shackles to break through the barricade, then drop to a lower area and use the Battle Walkers to get back up on the other side.

Überkommandant Missions

Overview

As you play through the Campaign, you collect Enigma Codes from defeated Kommandants. Once Grace unlocks the Enigma Machine, you can use those codes to find the locations of Überkommandants—the elite Nazi leaders.

When using the Enigma Machine, select the Überkommandant you want to find. Each Überkommandant's location carries an associated cost in codes you must pay. Some cost more than others. Once you pay, you must complete a timed minigame in which you move top and bottom code wheels to match the code. If you fail, you start over and must pay more codes for another attempt. A successful attempt unlocks the location for that Überkommandant.



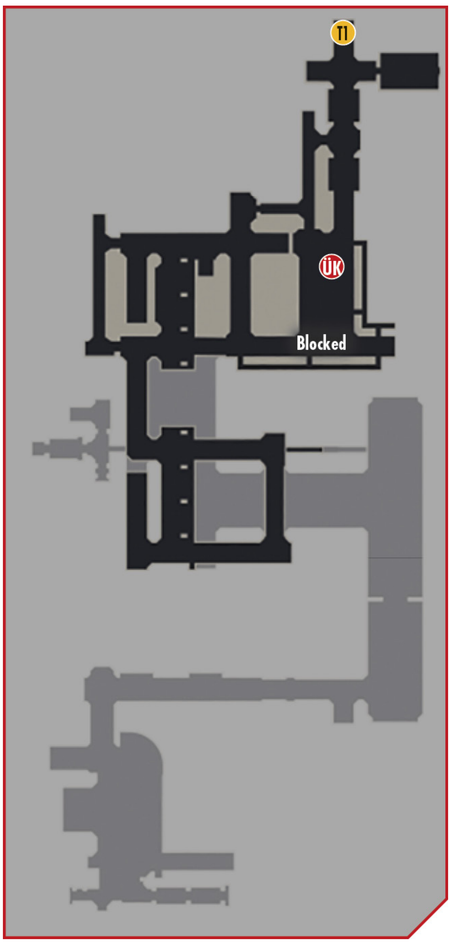
Überkommandant Missions

Manhattan: Bunker

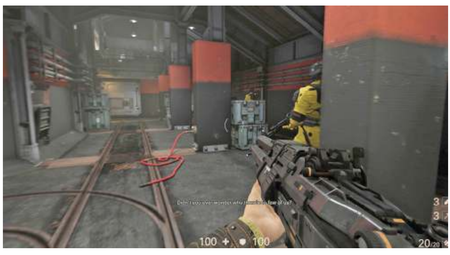
OBJECTIVE: ASSASSINATE KLAUS KLINGER

Enigma Codes: 0 (unlocked by default)

Special Requirements: Constrictor Harness

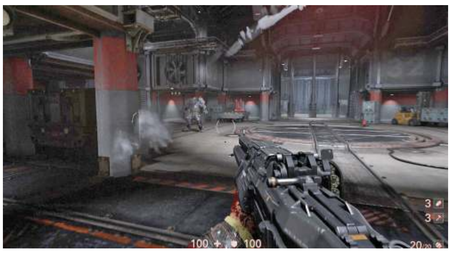


➤ *Basement Level 4*

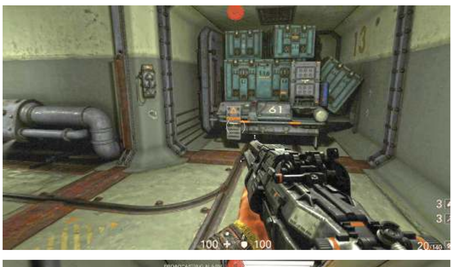


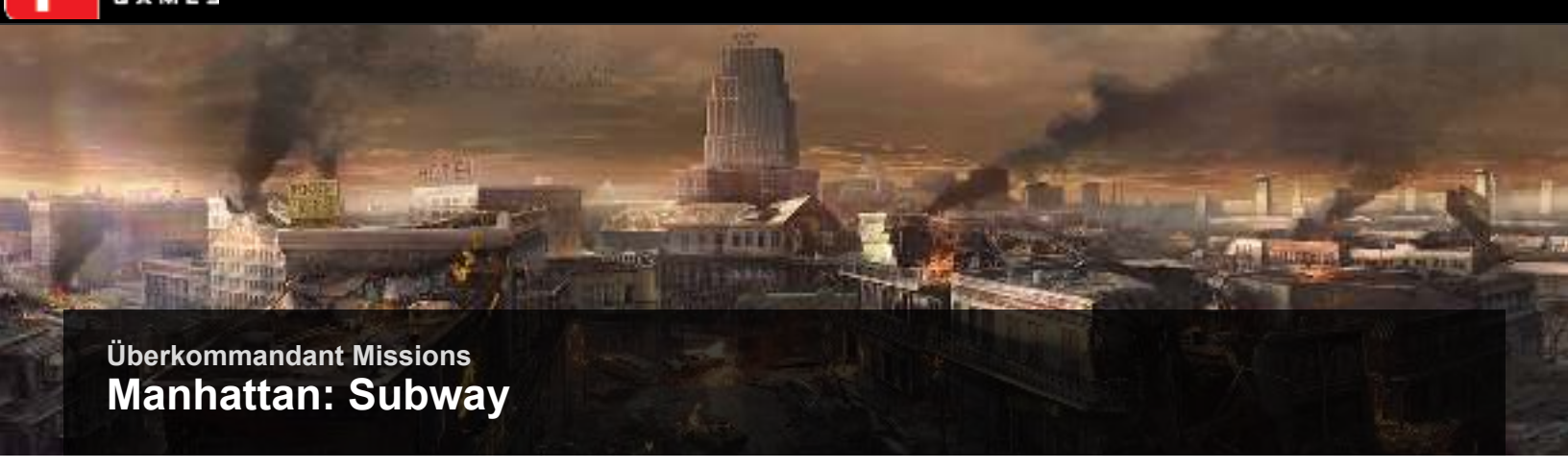
For this mission, you're working your way through the nuclear bunker in Manhattan in the opposite direction of the level's Campaign mission. From your starting point at the large elevator, enter the command center control room. Clear out as many of the Soldiers in here as possible with stealth takedowns.

Make your way to the elevator that takes you up. The door is blocked at the top, so use your contraption to get out.



When you reach the large room with the air vents that open and close, get ready for Drones and two SuperSoldaten. Consider which tactics work best for you. If you don't prefer to fight head-on, try using the containers for cover as you run around the sides, pass through the air vents on the other side, and leave these enemies behind.





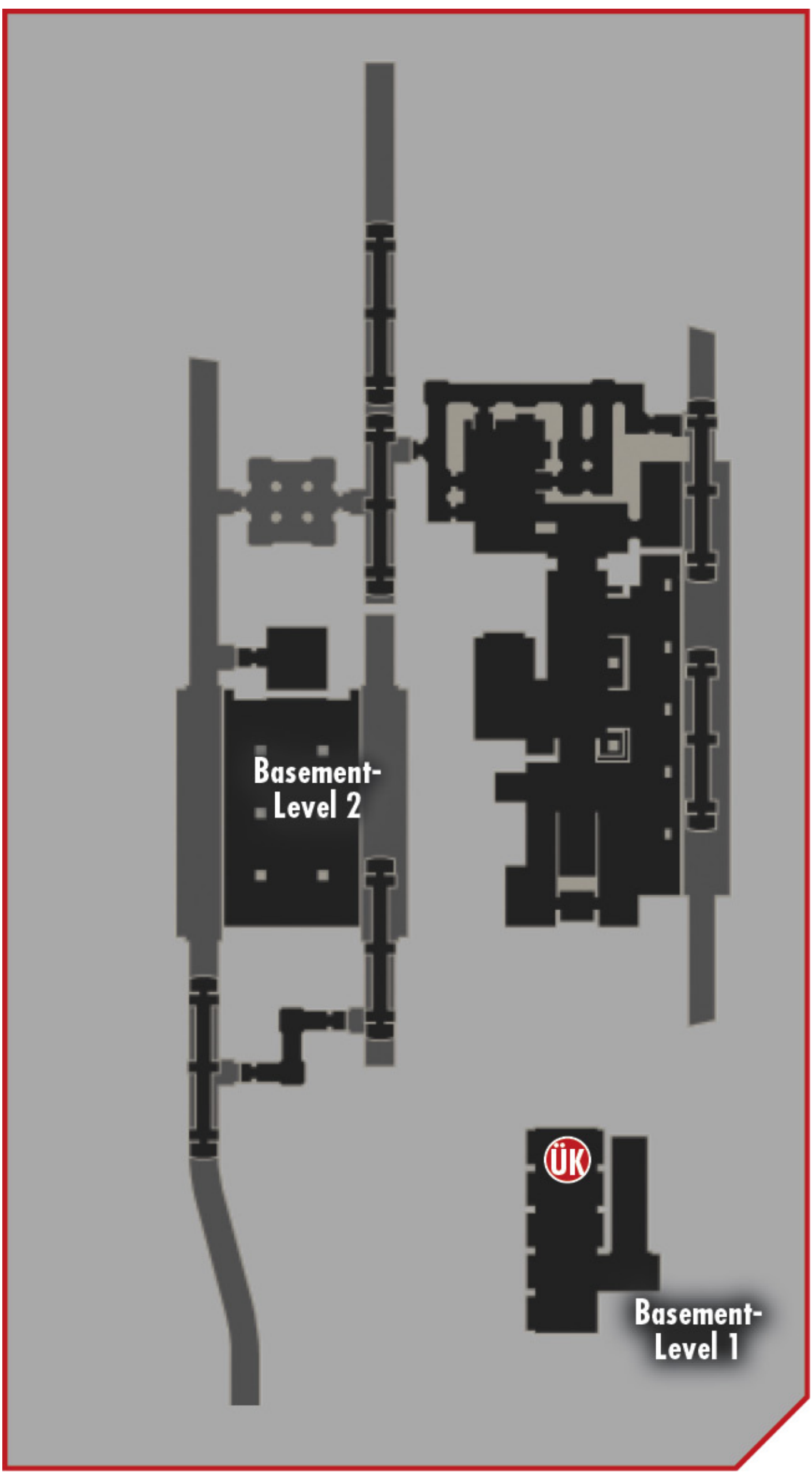
Überkommandant Missions

Manhattan: Subway

OBJECTIVE: ASSASSINATE HEINRICH MULLER

Enigma Codes: 2

Special Requirements: –

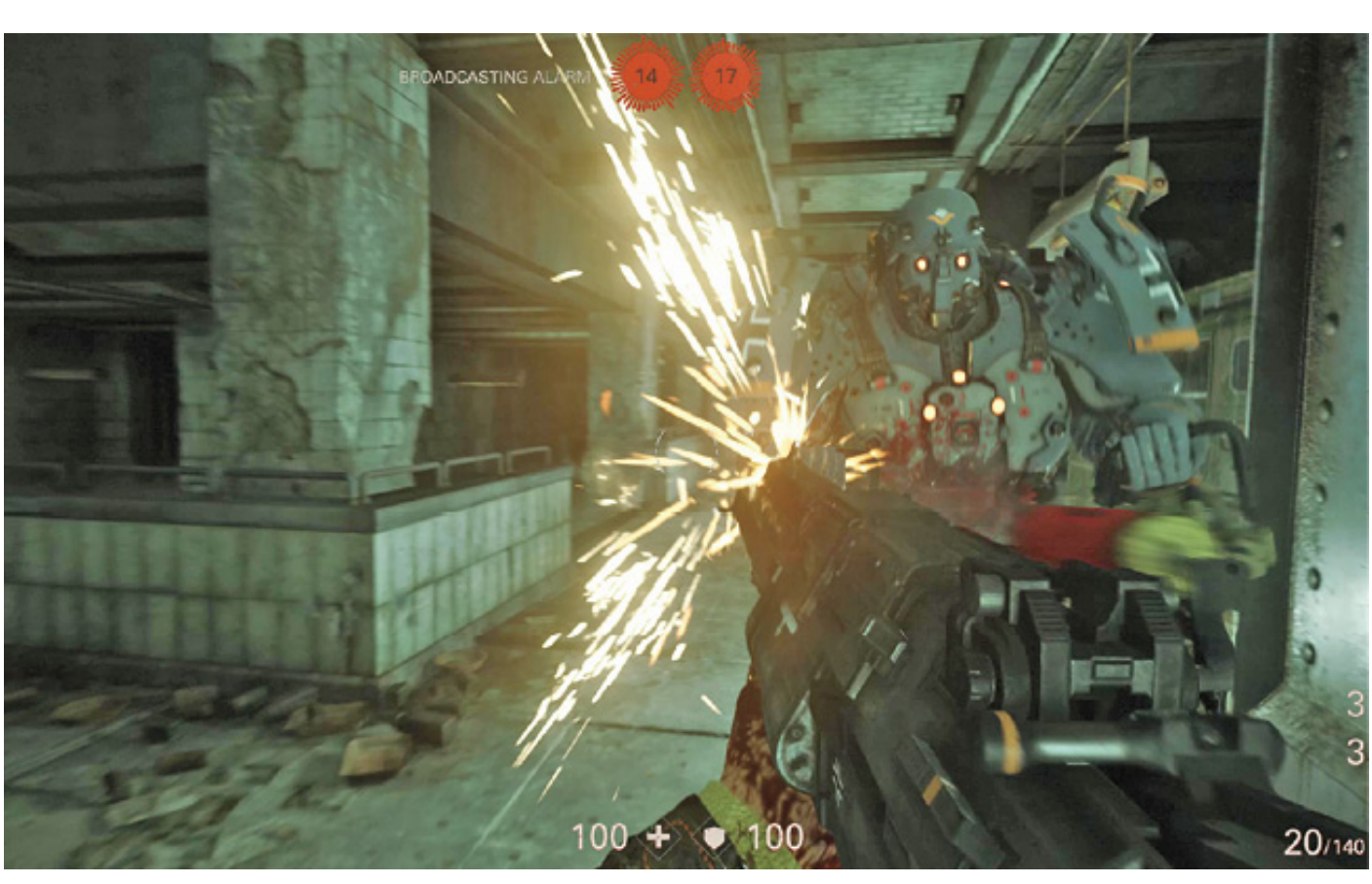


➤ *Manhattan Subway (partial)*

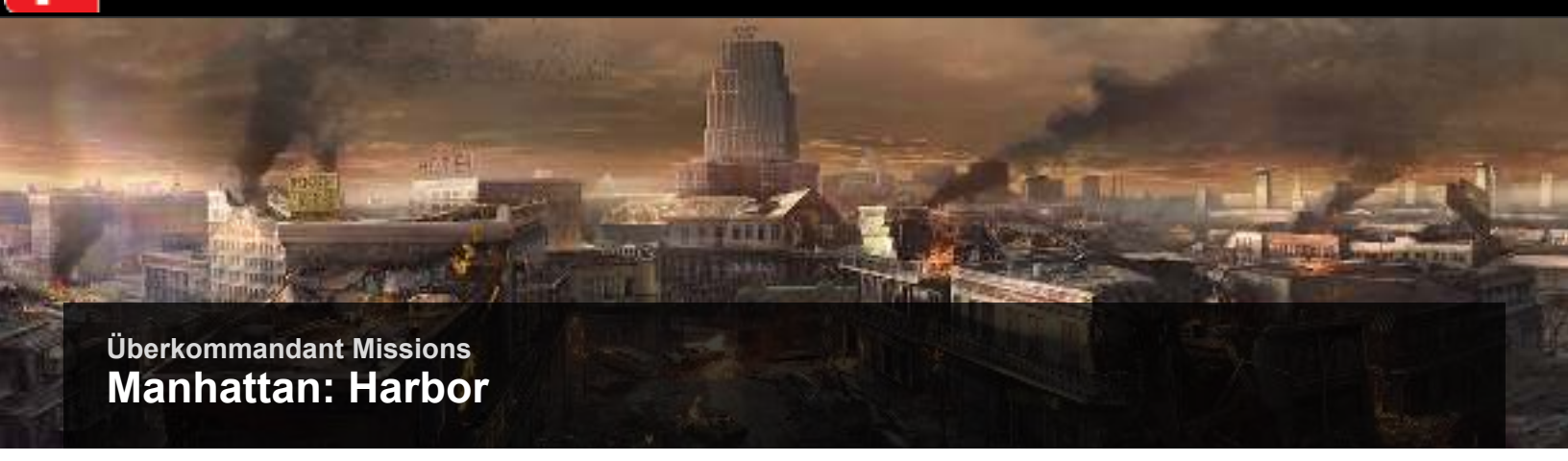
This Überkommandant is in the subways. This mission has you follow a map layout similar to the Manhattan Campaign mission. From your starting point at the first subway station, advance to the next. Kill or avoid the several Soldiers at the first station. Proceed along the tracks and through cars on the right side until you're able to enter the rooms at the end and make your way to the left subway track.

Advance along the track to the end, then through a passageway to the next subway station. Fight your way across this platform to reach the tracks on the left side, then continue through a series of passageways to a third subway station.

This last subway station is crawling with enemies, including SuperSoldaten, ÜberSoldaten, Kampfhunds, and Soldiers. Retreat into the subway tunnel if need be, in order to avoid getting surrounded. You must clear them all out before continuing.



Finally, head upstairs to the subway's upper level to find the Überkommandant. Kill him and collect the Death Card to complete the mission.



Überkommandant Missions

Manhattan: Harbor

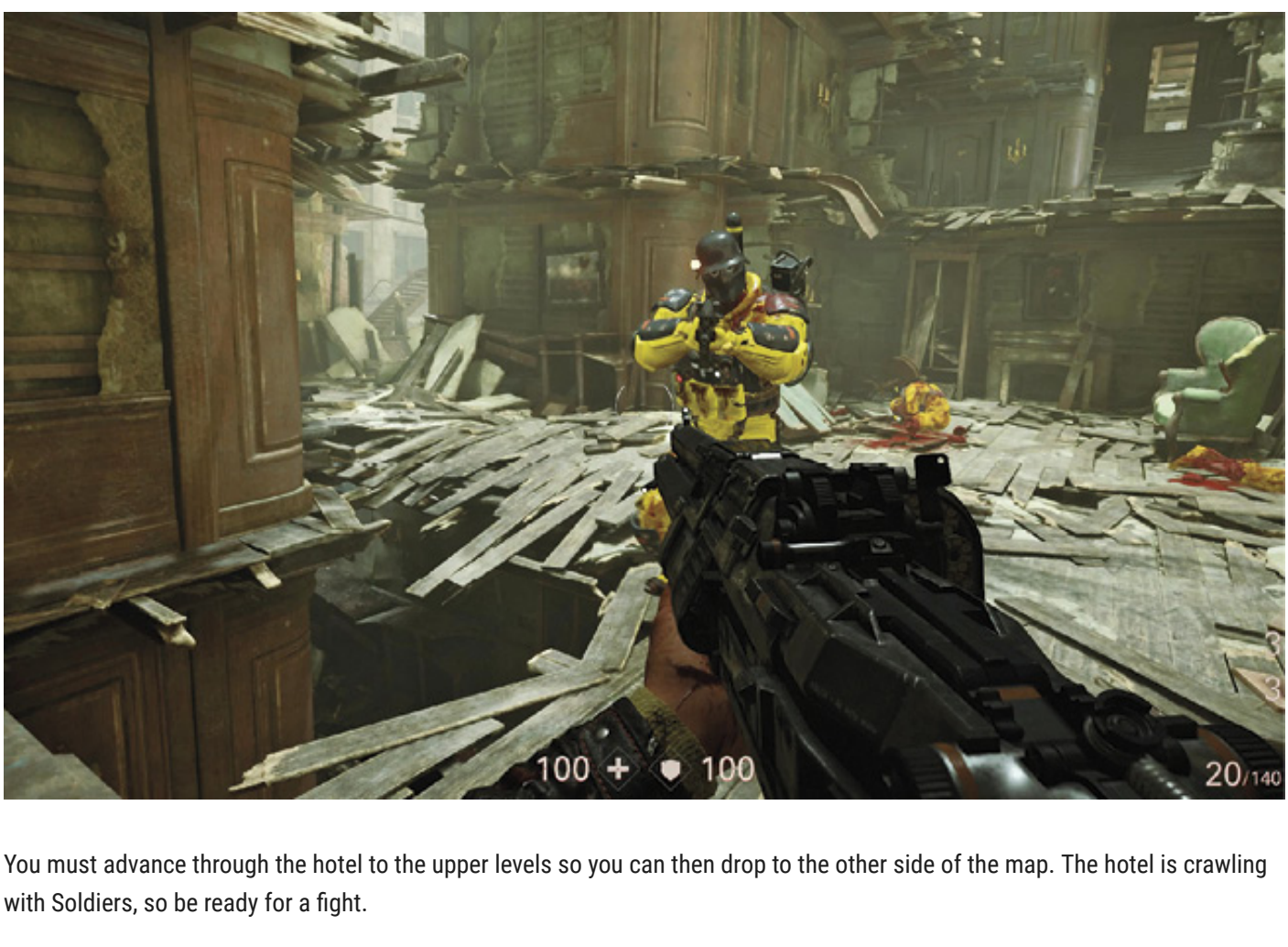
OBJECTIVE: ASSASSINATE WALTER HAUSER

Enigma Codes: 2

Special Requirements: –

➤ *Ground Level*

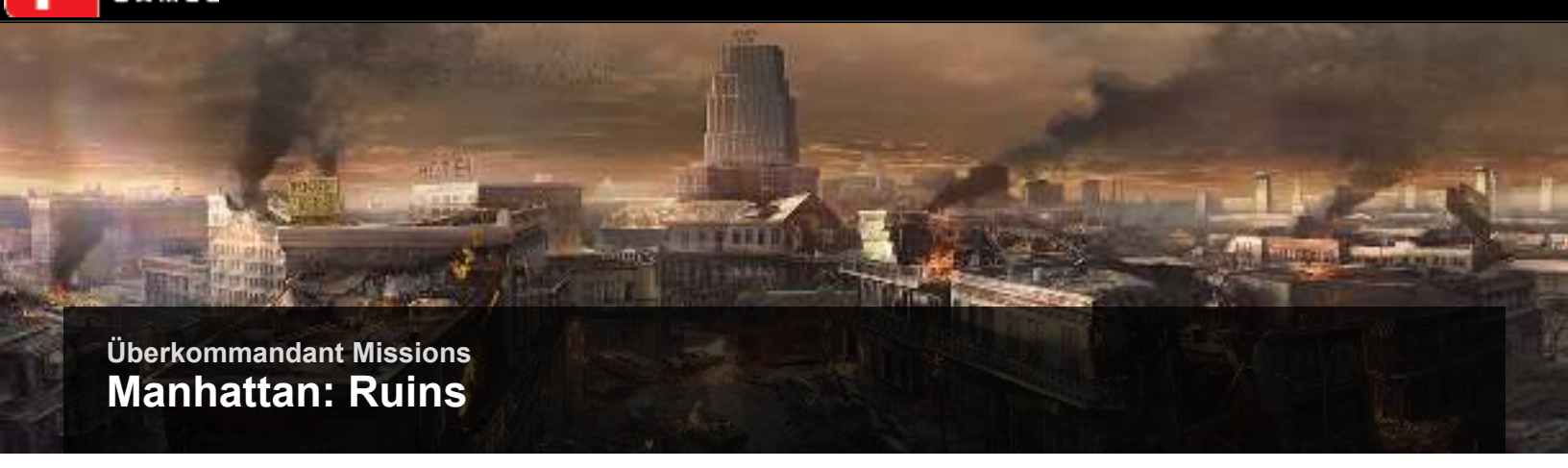
This mission is similar to the corresponding Campaign level. You start out on the docks. The map is near the stairs leading from the docks, so grab it after taking out the first two Soldiers. Next, fight your way into the hotel. There are several enemies, including SuperSoldaten, along the way.



You must advance through the hotel to the upper levels so you can then drop to the other side of the map. The hotel is crawling with Soldiers, so be ready for a fight.

Exit the hotel and cross to the police station. Head upstairs to reach the other end, then exit out into the streets. Fight your way through the rubble to reach the building past the second subway access, near a troop transport.

Enter the building and climb the stairs to the top floor, where the Überkommandant is waiting. Eliminate him, pick up his Death Card, and return to *Evas Hammer.*



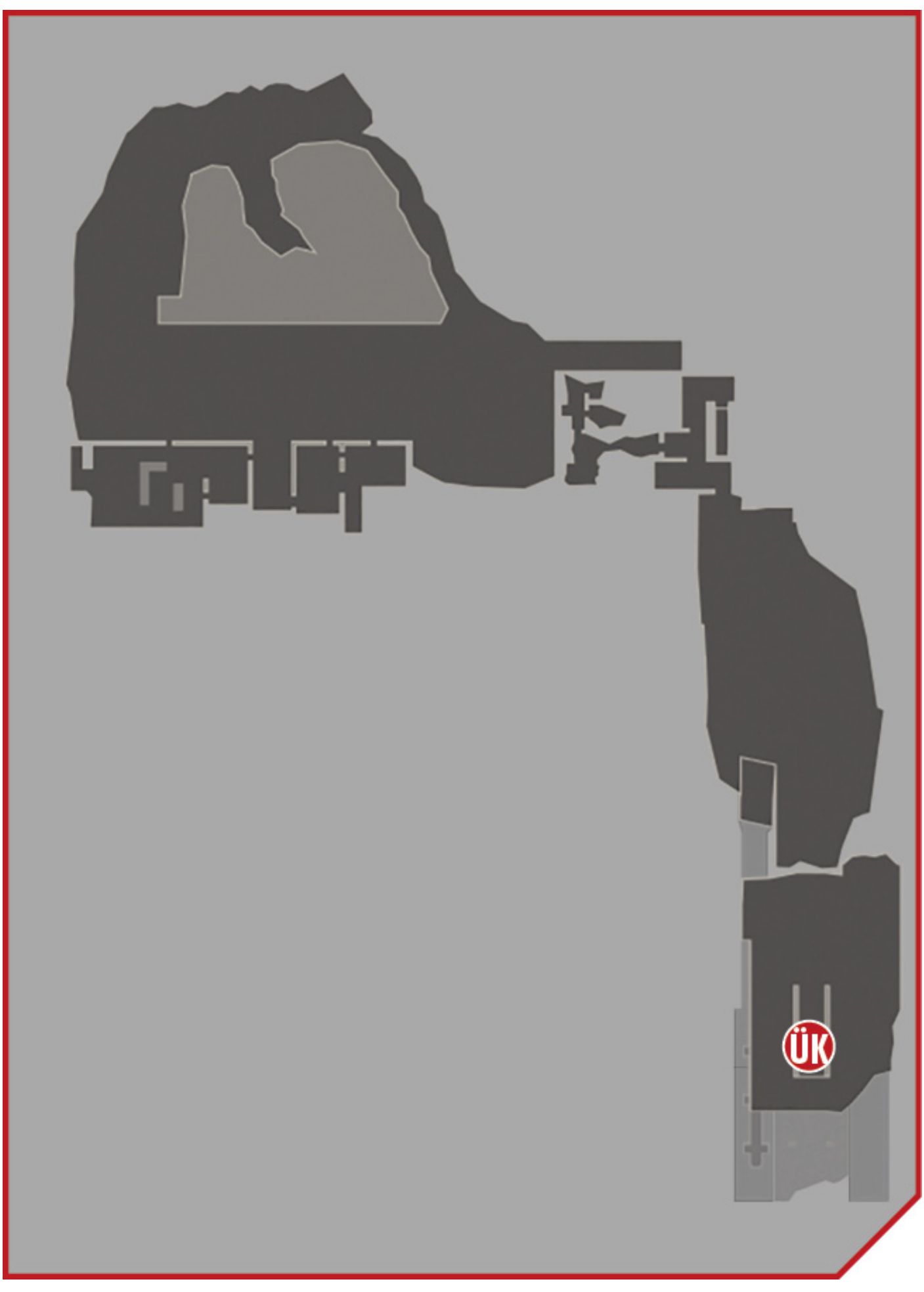
Überkommandant Missions

Manhattan: Ruins

OBJECTIVE: ASSASSINATE RAIMUND HOFFMAN

Enigma Codes: 3

Special Requirements: Contraption



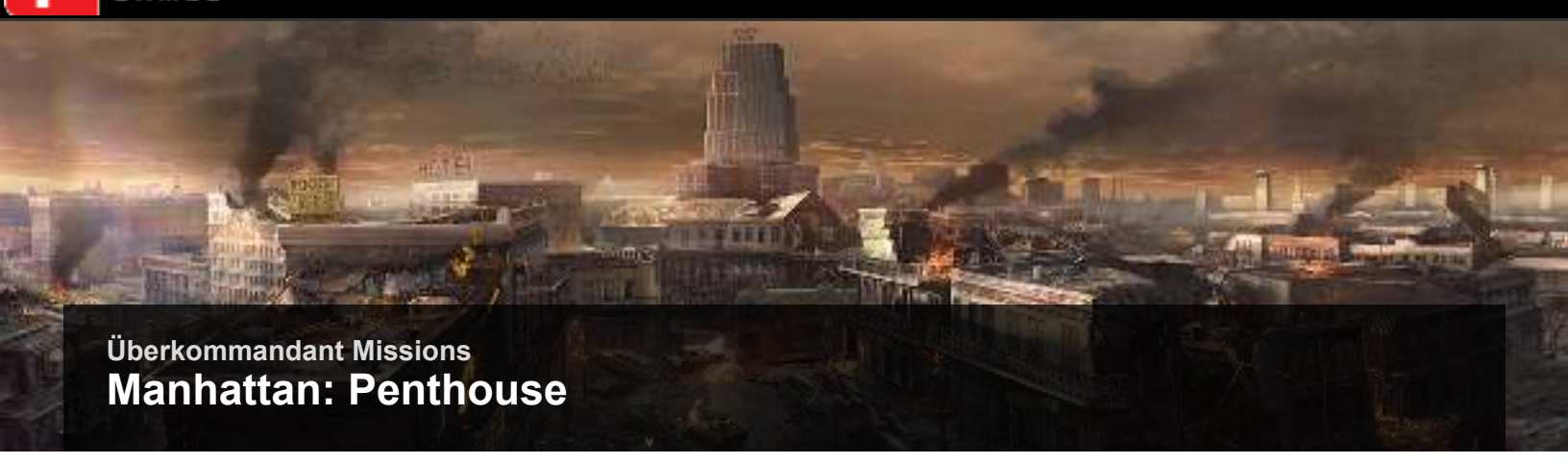
➤ *Ground Floor*

The Überkommandant in this mission is at the subway entrance, setting up a Zitadelle. You begin in the ruins of the State Building. Defeat the guards and deal with some Drones before dropping to ground level and clearing out the remaining enemies.

Eliminate more enemies as you make your way to the main building that leads to the subway. It's in worse shape than when you were here before. Go down the alley and get ready to use your contraption. For example, if you have the Constrictor Harness, look for a small opening to squeeze through and into the building. Watch out for Kampfhunds and Soldiers inside. There's no need to go upstairs; just get to the door and get out.

A Zitadelle stands between you and the subway entrance. Luckily for you, it has its back to you. Sneak up and target its right arm —the one with the Flamethrower. If you can destroy it, you can get in close where it can't use its Artillery Cannon. Destroy the Artillery Cannon arm or one of the legs to finish it off. Watch for Soldiers emerging from the subway to attack.

Advance into the subway, clearing out Soldiers as you go, until you find the Überkommandant. He may be in the subway or near the stairs leading to the Zitadelle control station. Kill the Überkommandant and collect the Death Card to complete the mission.



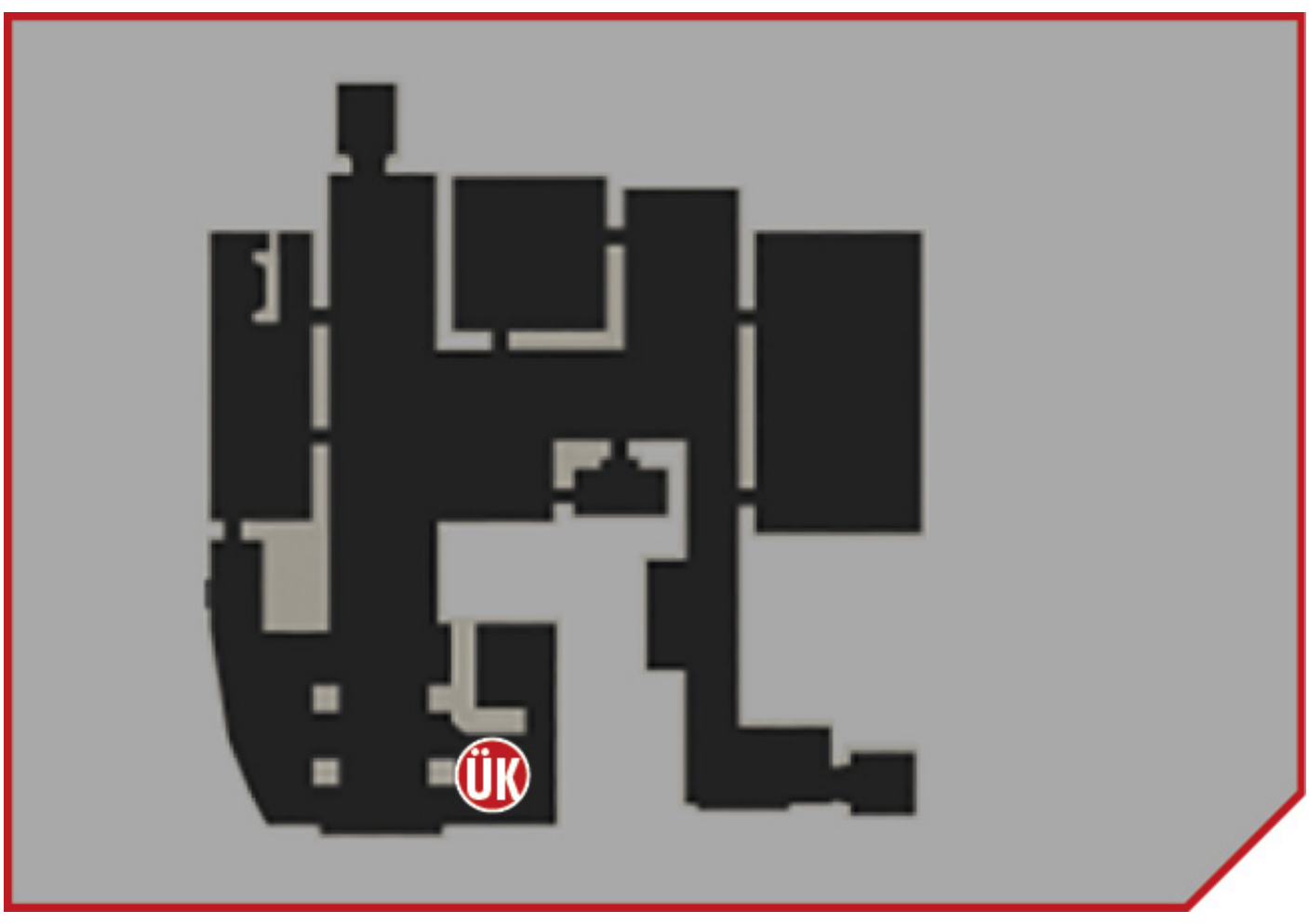
Überkommandant Missions

Manhattan: Penthouse

OBJECTIVE: ASSASSINATE LEOPOLD MEISSNER

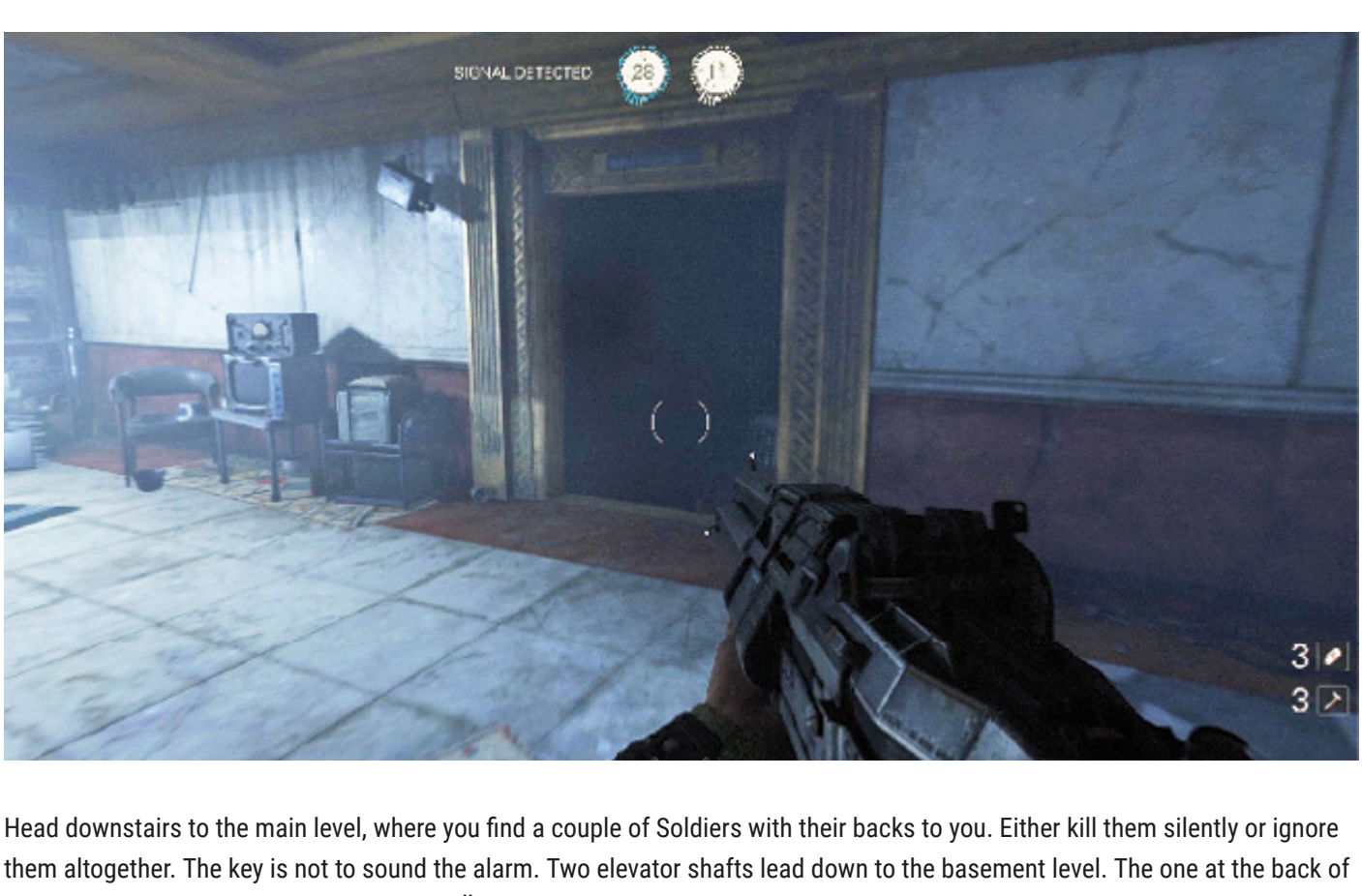
Enigma Codes: 3

Special Requirements: –



➤ *Basement Level*

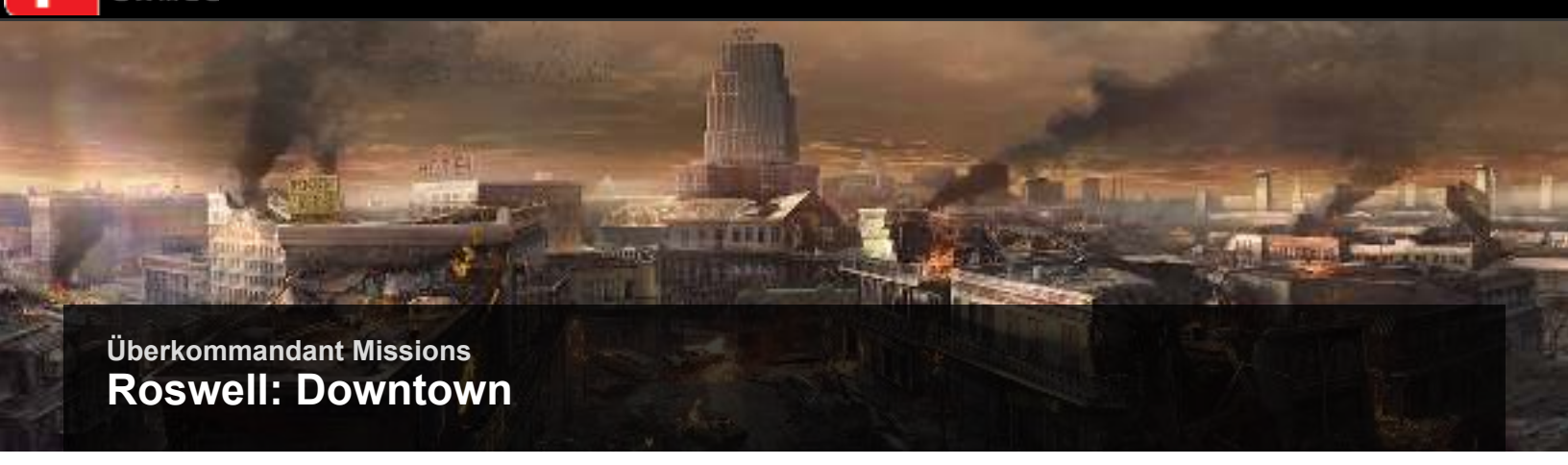
You begin this mission on the top level of the penthouse. There's a map right next to you if you need it. The level is clear of enemies, so don't worry about being seen here.



Head downstairs to the main level, where you find a couple of Soldiers with their backs to you. Either kill them silently or ignore them altogether. The key is not to sound the alarm. Two elevator shafts lead down to the basement level. The one at the back of the penthouse is your quickest route to the Überkommandant.

Drop down the shaft and move swiftly into the room on the right. Perform a stealth takedown on the guard here, then advance along the side of the basement level to avoid many of the Soldiers. A SuperSoldat is looking out a window, his back to you. Eliminate him as fast as possible, before he has a chance to fight back.

Now that the alarm is sounding, use grenades and heavy weapons to clear out as many Soldiers as you can. The Überkommandant is near the counter, close to where the SuperSoldat was located. Since he's armed with Pistole, kill him quickly, then deal with the remaining Nazis. Don't forget to collect the Death Card before you head back to *Evas Hammer.*



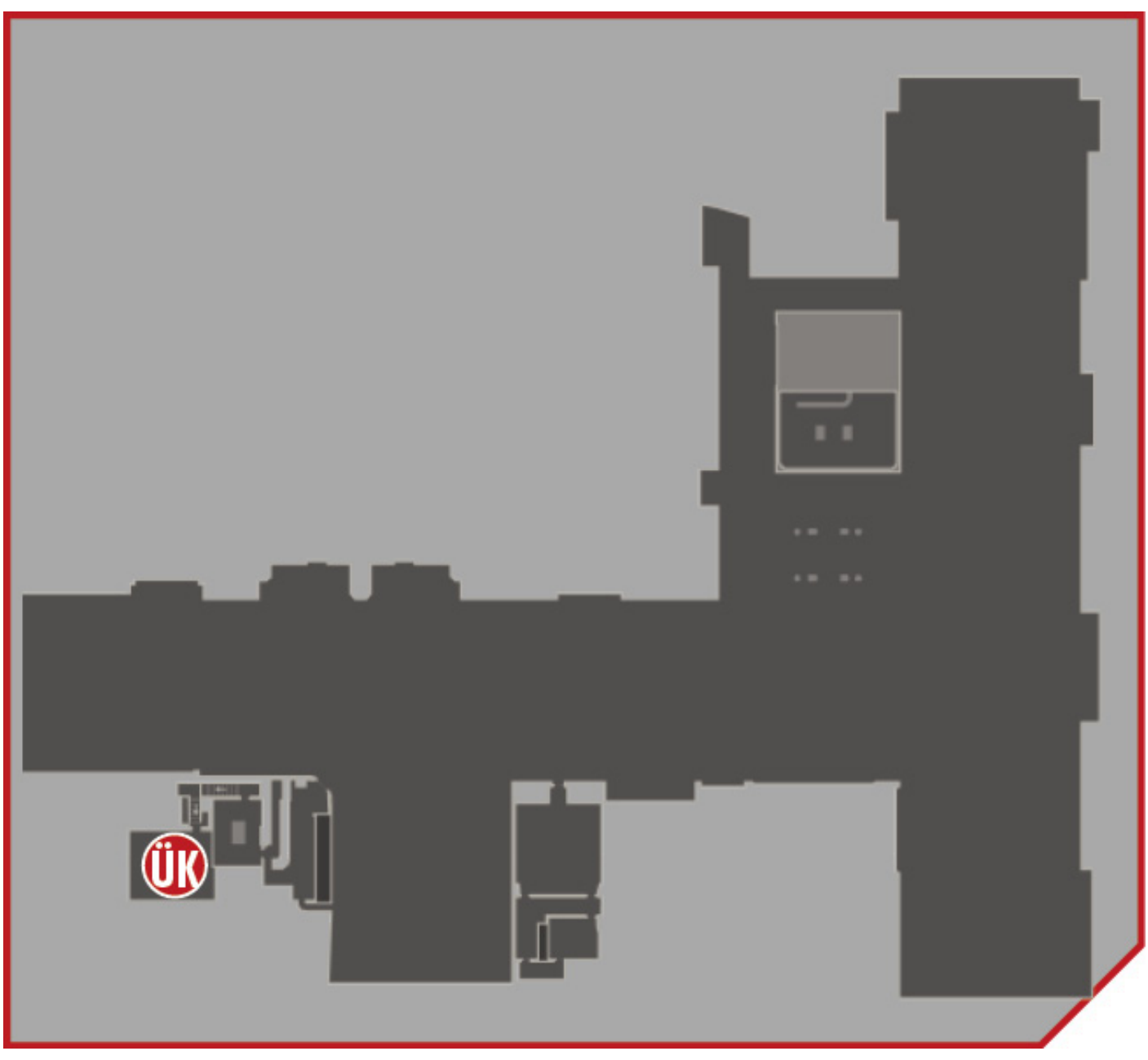
Überkommandant Missions

Roswell: Downtown

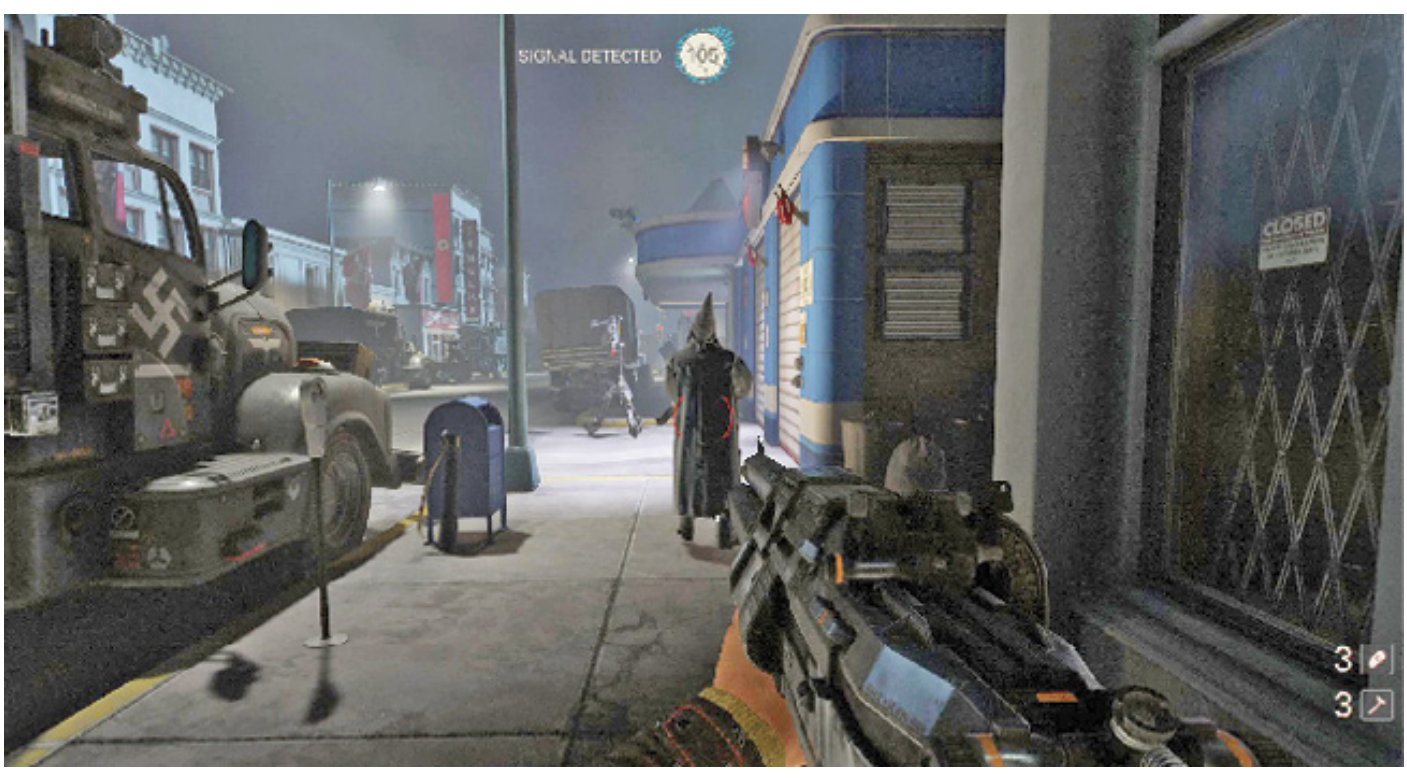
OBJECTIVE: ASSASSINATE JURGEN SCHLUSSER

Enigma Codes: 5

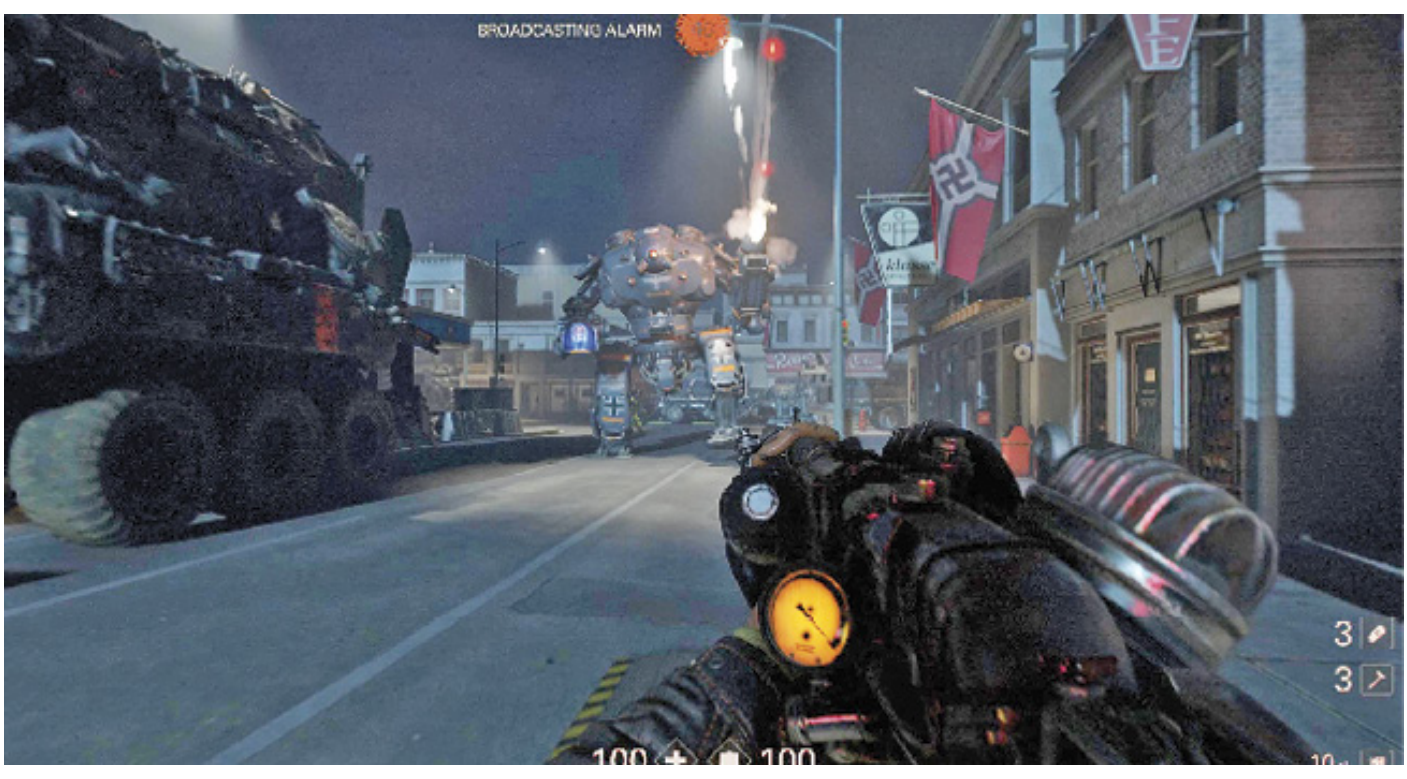
Special Requirements: Contraption



➤ *Roswell City*

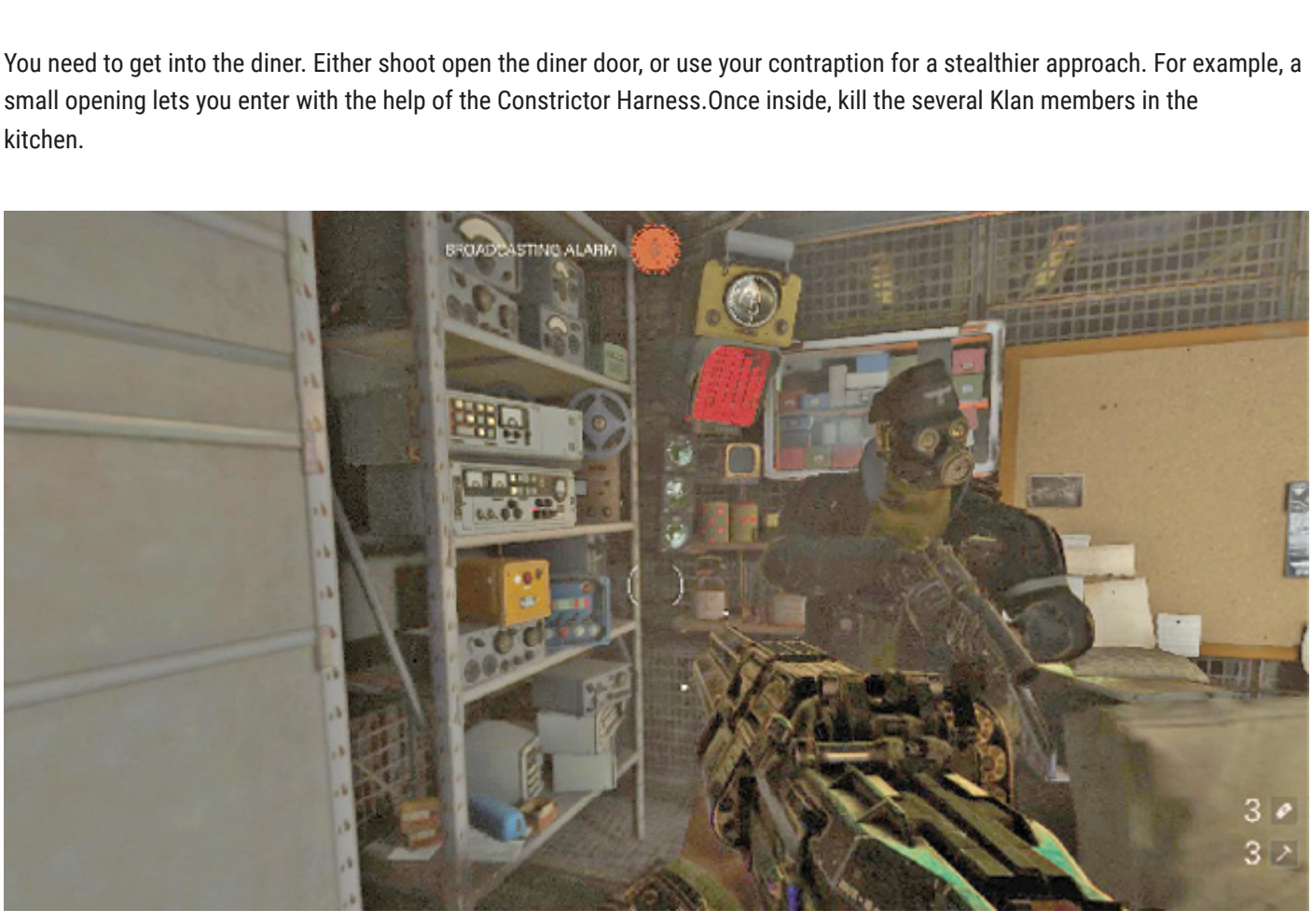


This map is relatively small, meaning the mission is not very long. You start out on the streets in the same spot where you start in the Campaign. This time around, it's nighttime. The streets are patrolled by Klan members and Drones. To stay quiet and avoid as much fighting as possible, go down the alley behind the gas station and use the troop transport for cover. Then rush toward the diner.

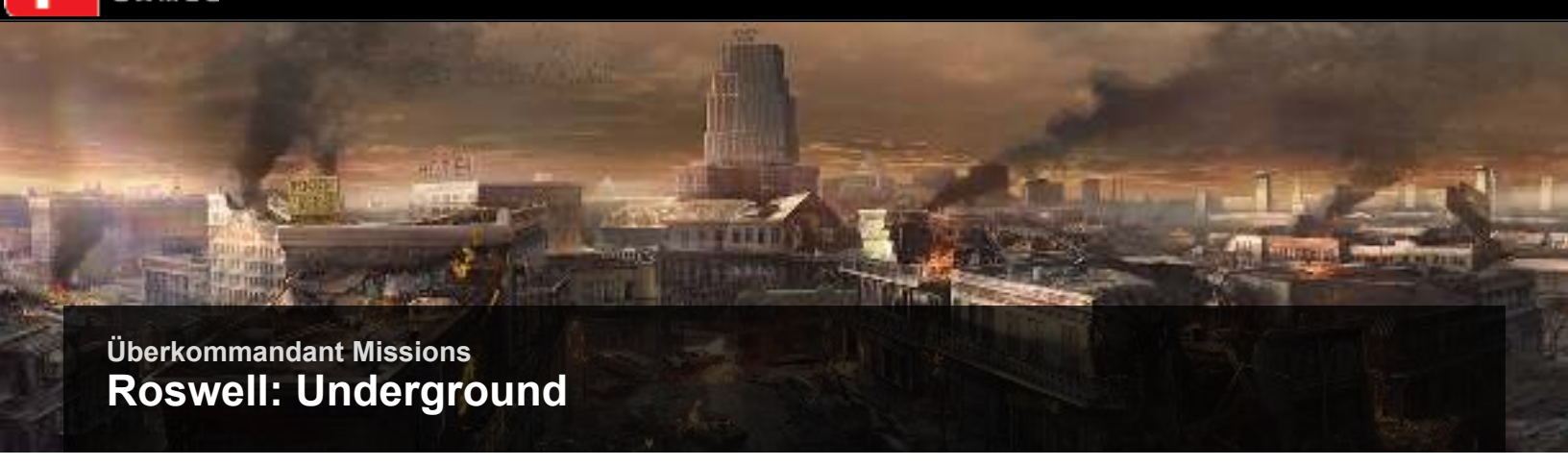


If you're aiming for the Collectibles in the gas station and the recording studio, expect a fight. Shoot out a window to enter the gas station. Beware: as soon as you do, the town goes on alert. There's a Zitadelle right in the middle of the street. Either run to avoid its fire or take it out. Use the troop transport as a shield from the Flamethrower while you attack its arms and legs.

You need to get into the diner. Either shoot open the diner door, or use your contraption for a stealthier approach. For example, a small opening lets you enter with the help of the Constrictor Harness.Once inside, kill the several Klan members in the kitchen.



Head through the kitchen and then downstairs. Check for Collectibles as you go—there are some in the kitchen and counter area, as well as down in the basement. The Überkommandant is also in the basement—rush down and kill him. Collect the Death Card and make your escape.



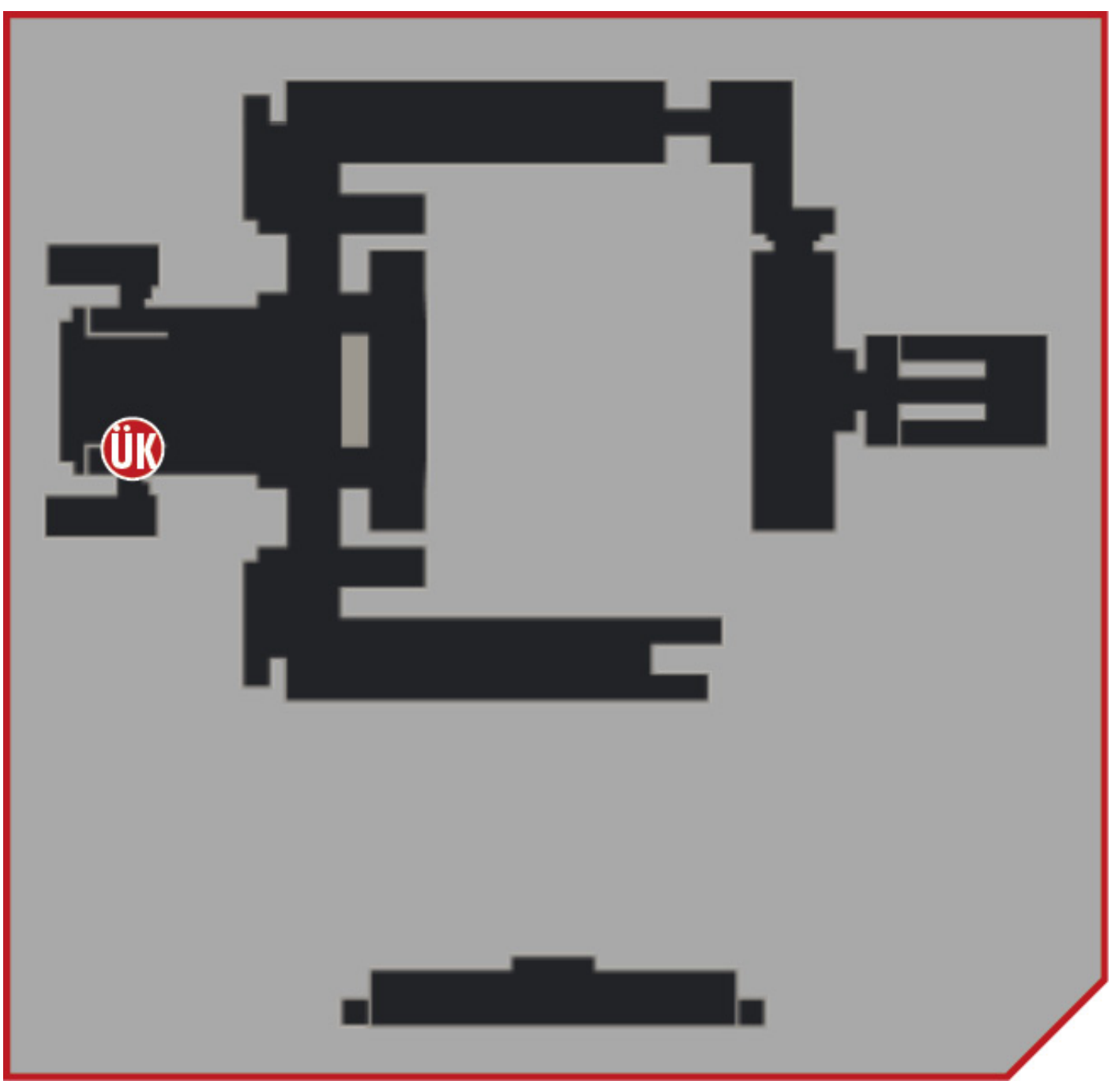
Überkommandant Missions

Roswell: Underground

OBJECTIVE: ASSASSINATE FRIEDRICH BAUMGARTNER

Enigma Codes: 4

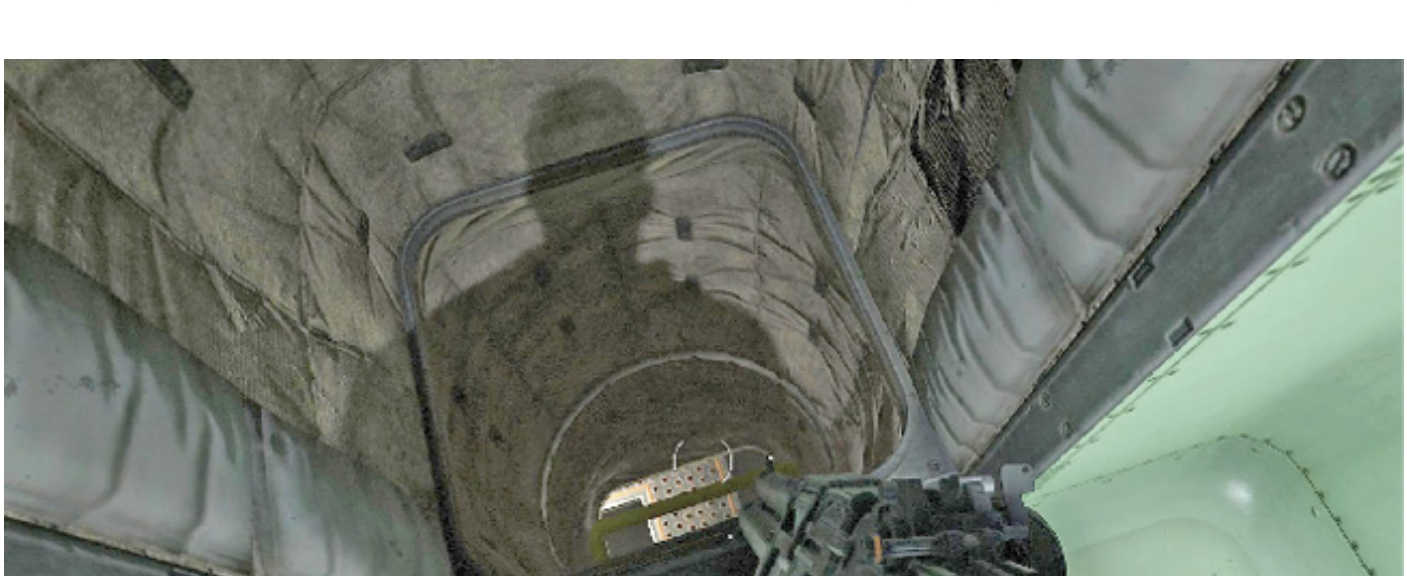
Special Requirements: —



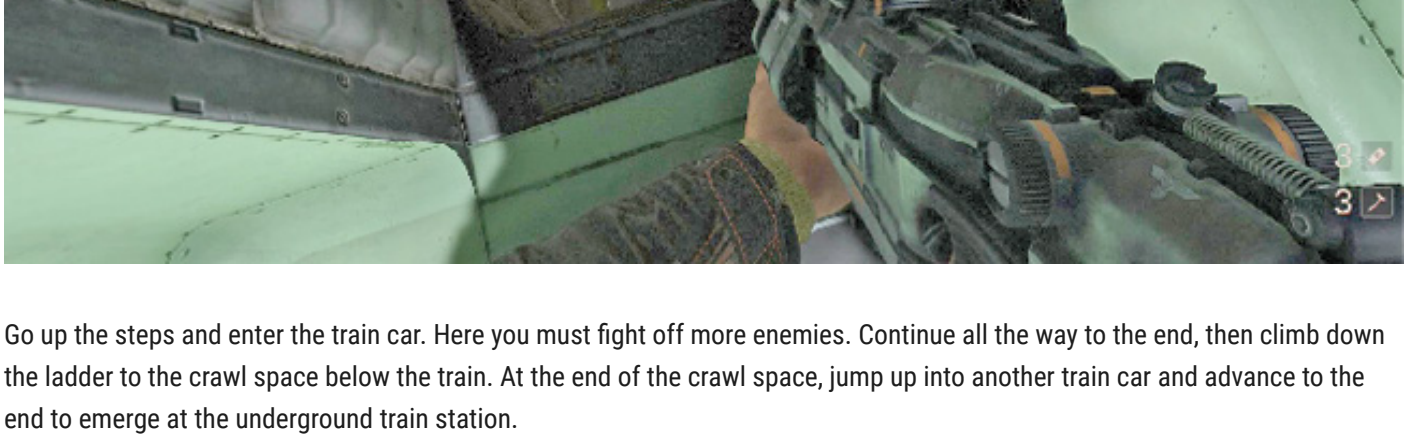
➤ *Train Station Catwalk Level*

This is a large level, but the first part of the mission is linear. You start out descending in an elevator. Follow the walkway to a control room and clear it out. Continue advancing and clearing as you make your way down to the lower level where the train tracks are located. There are several stations for refueling/recharging your heavy weapon, so use them.

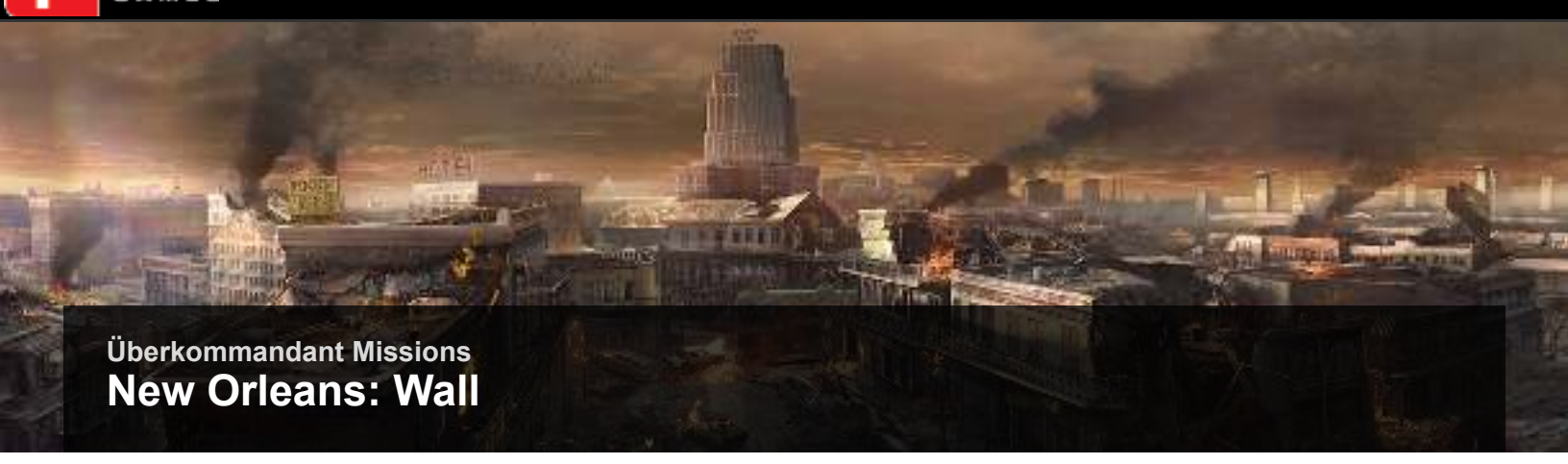
The track area is large and brimming with enemies, including SuperSoldaten, ÜberSoldaten, Soldiers of all types, and a couple of Kommandants. You have two options: make a stand and clear them all out, or fight your way to the train car.



Go up the steps and enter the train car. Here you must fight off more enemies. Continue all the way to the end, then climb down the ladder to the crawl space below the train. At the end of the crawl space, jump up into another train car and advance to the end to emerge at the underground train station.



Numerous enemies patrol the train station, including a Zitadelle. Keep in mind, however, that you only need to kill the Überkommandant. Stay to the left and ascend the first flight of stairs. Make your way toward the two small control rooms on this level. A SuperSoldat blocks your way. Quickly take him out, then rush for the Überkommandant, who is in or near one of the control rooms. Watch out for Kampfhunds in the area—they run and attack rapidly. As soon as you take out the Überkommandant, grab the Death Card and duck into a control room, then call in an extraction to *Evas Hammer* to avoid having to fight off everything else.



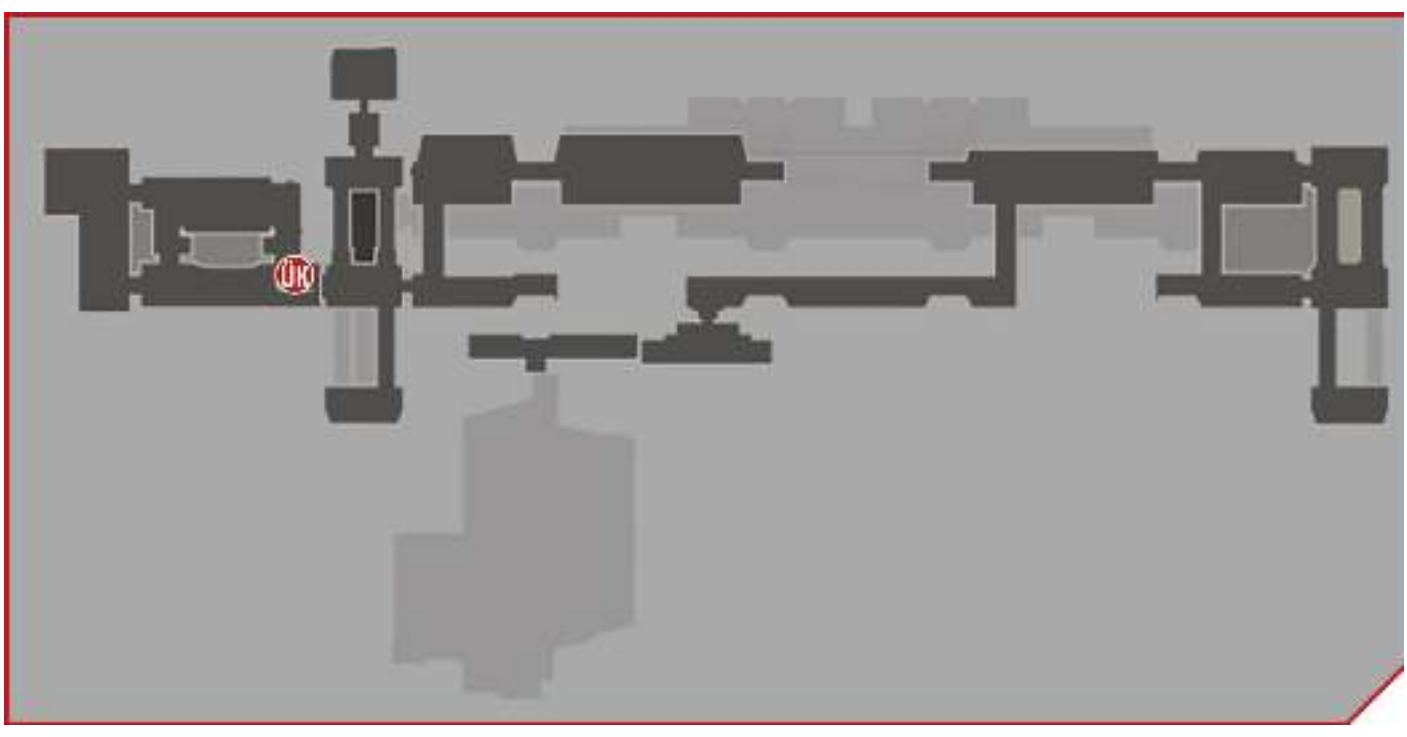
Überkommandant Missions

New Orleans: Wall

OBJECTIVE: ASSASSINATE OTTO ACKERMANN

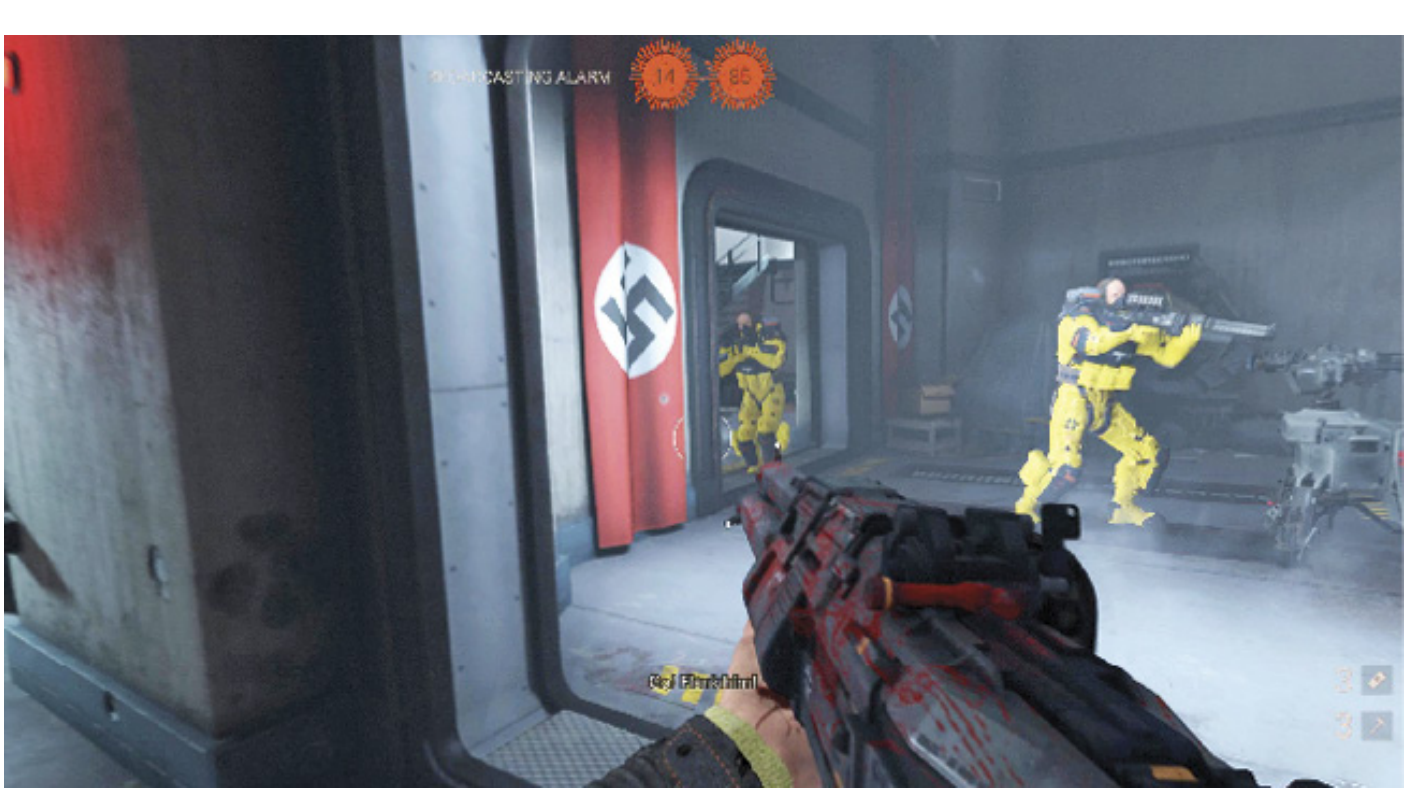
Enigma Codes: 5

Special Requirements: Contraption

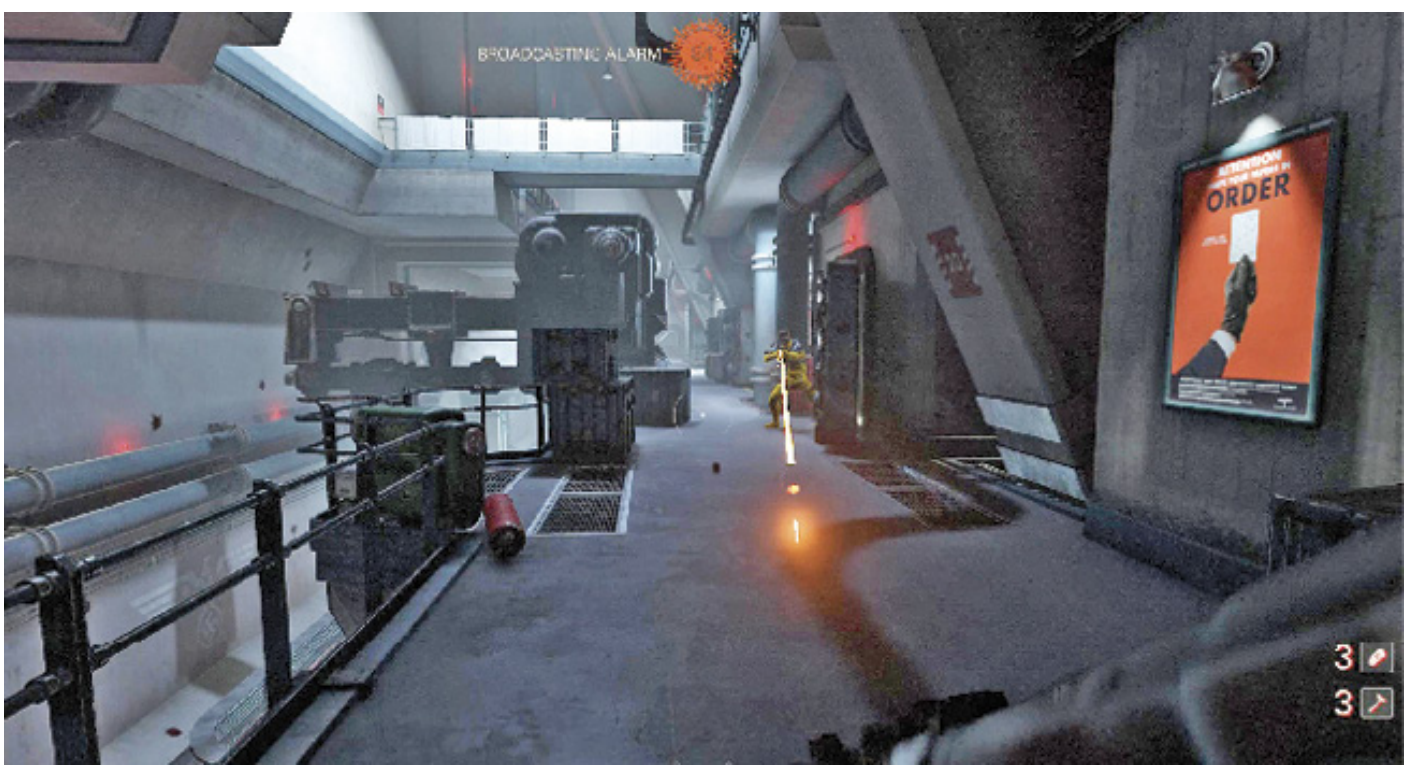


➤ *Wall Interior*

You start this mission in the town outside the wall. While you can enter the same way you did in the Campaign, there are a lot of enemies waiting for you. Instead, look for a way to use your contraption. For instance, there's a spot on the other side of the alligator farm building where you can use the Constrictor Harness's ability to move through a pipe. This puts you into the wall on the lowest level.

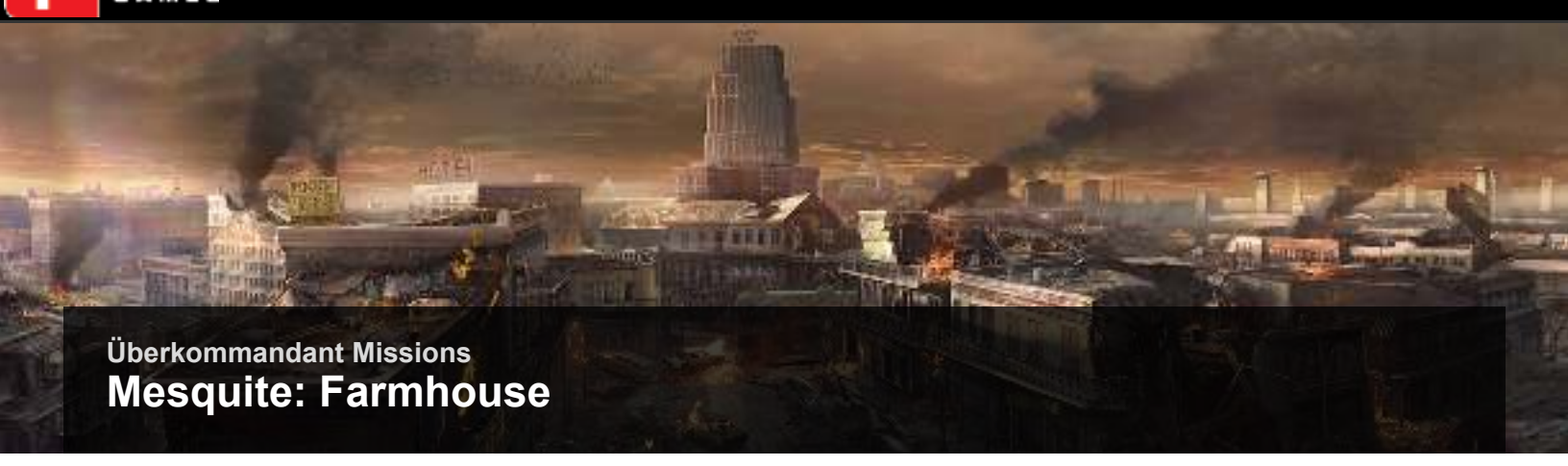


Head right, using cover as you go to avoid the Lasergewehr turret at the end. Rush up the stairs to clear out the Soldiers at the turret, then continue up the nearby stairwell to the next floor.



Advance along the first floor, clearing out enemies along the way. Use the control rooms on the side to avoid several enemies. Your goal is to reach the far end and take the stairwell up to the second floor.

The Überkommandant is in the section at the top of the stairwell. Kill him and grab the Death Card. Also check for a few Collectibles in this area that are only available during this mission. Once you have what you need, return to *Evas Hammer.*



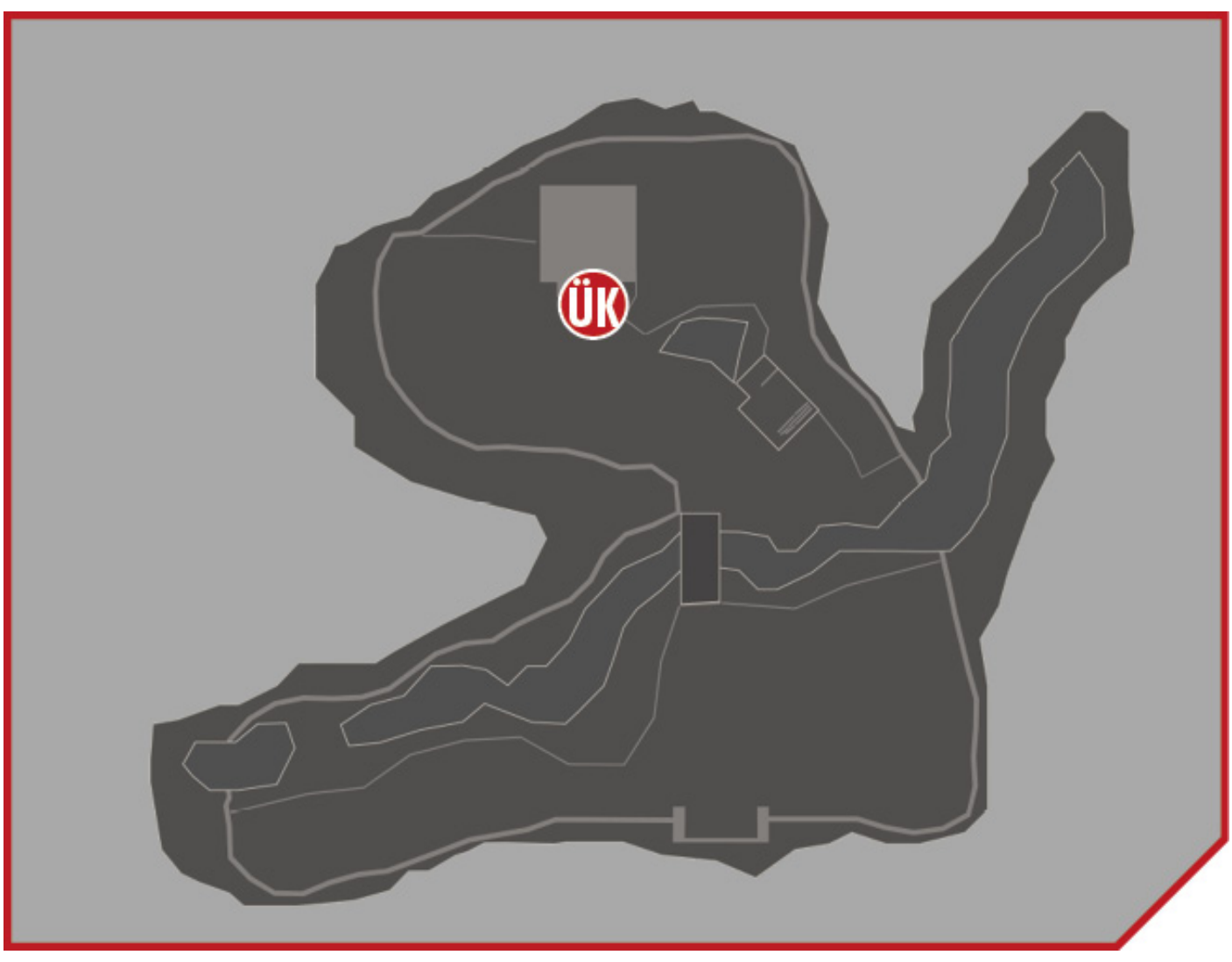
Überkommandant Missions

Mesquite: Farmhouse

OBJECTIVE: ASSASSINATE ERICH EBERHARDT

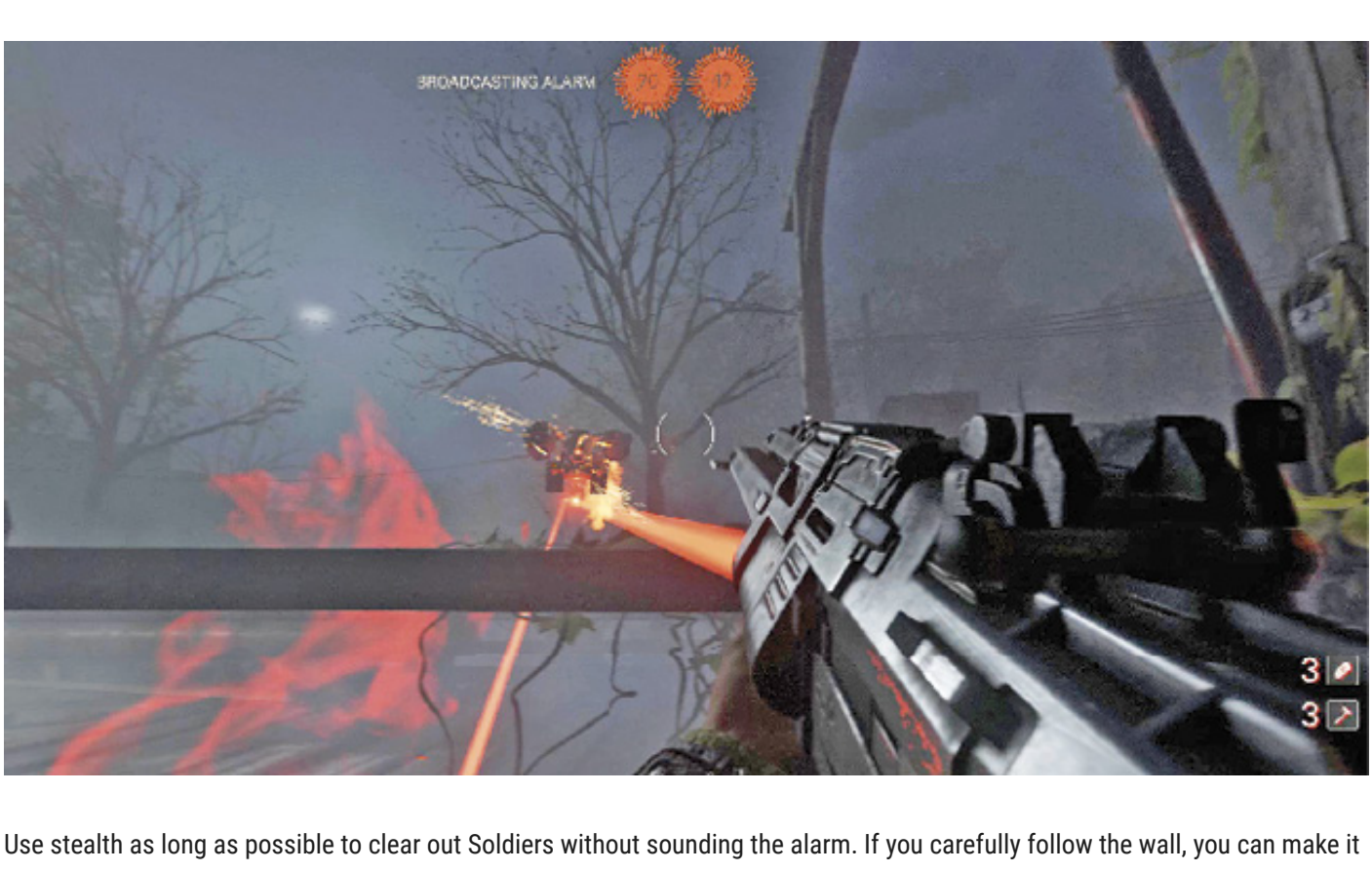
Enigma Codes: 6

Special Requirements: –

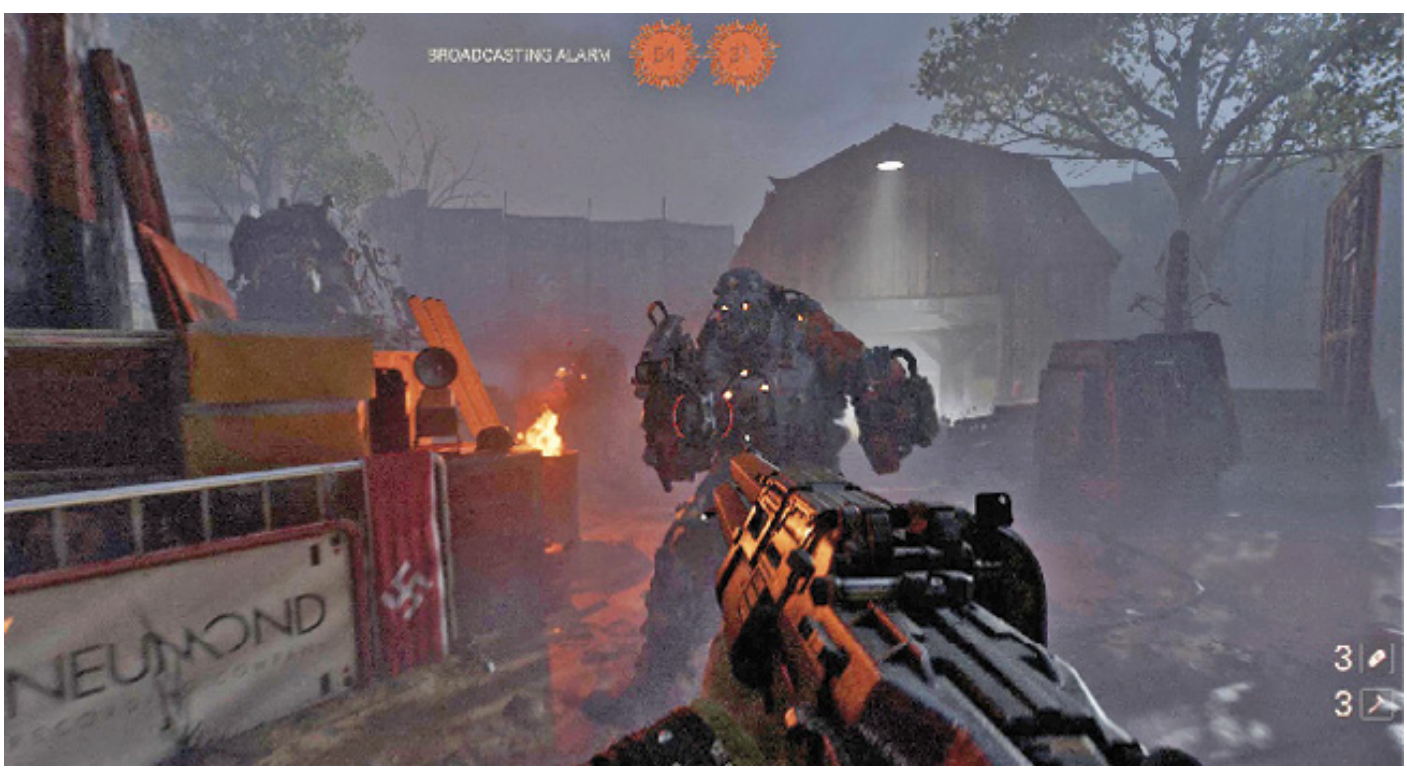


➤ *Farmhouse Film Set*

Blazkowicz's home has been turned into a film set for the background of the Terror-Billy movie. You must infiltrate the set and kill the Überkommandant leading this effort. To find a few Collectibles, move forward from your starting point and take the stairs up into a couple of small rooms along the wall.

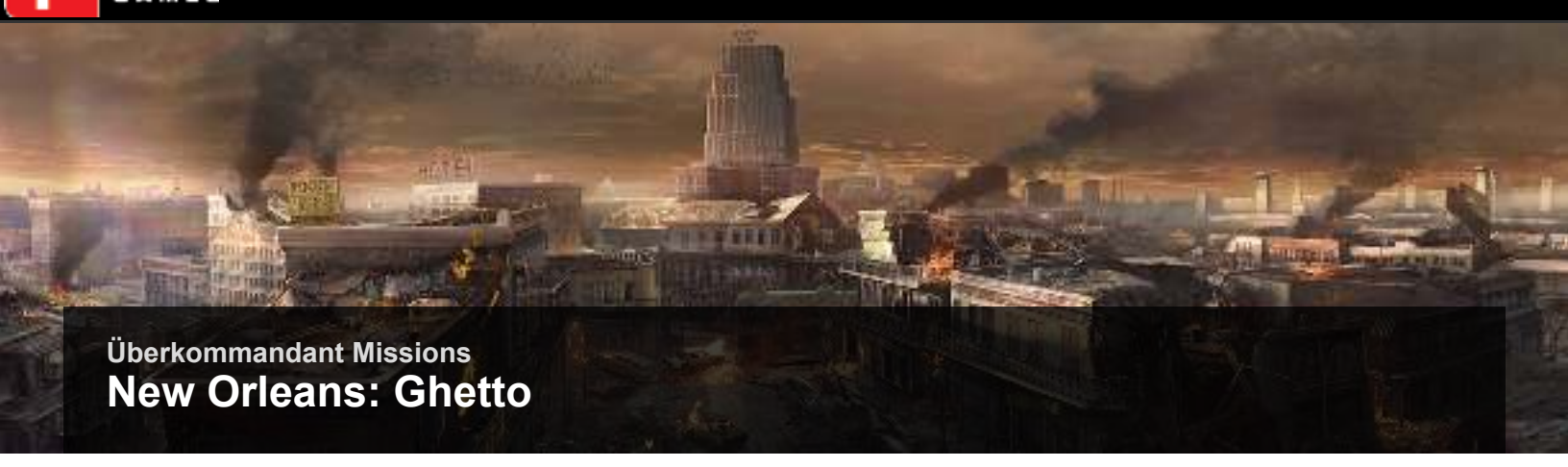


Use stealth as long as possible to clear out Soldiers without sounding the alarm. If you carefully follow the wall, you can make it to the farmhouse. Eventually, though, the alarm sounds and everyone comes at you. Expect a couple of SuperSoldaten and some Drones in addition to Kampfhunds and Soldiers.



The Drones are usually on you quickly once the alarm sounds. Shoot them down as you take cover, then get ready for masses of Soldiers and the couple of SuperSoldaten.

Unlike in some of the other missions, this Überkommandant is not hiding in a basement or control room. He's out fighting alongside his men. You can find him in the area between the farmhouse and the stable. Once you neutralize him and grab the Death Card, seek out some cover and call in for a ride back to *Evas Hammer.*



Überkommandant Missions

New Orleans: Ghetto

OBJECTIVE: ASSASSINATE VICTOR KREUGER

Enigma Codes: 5

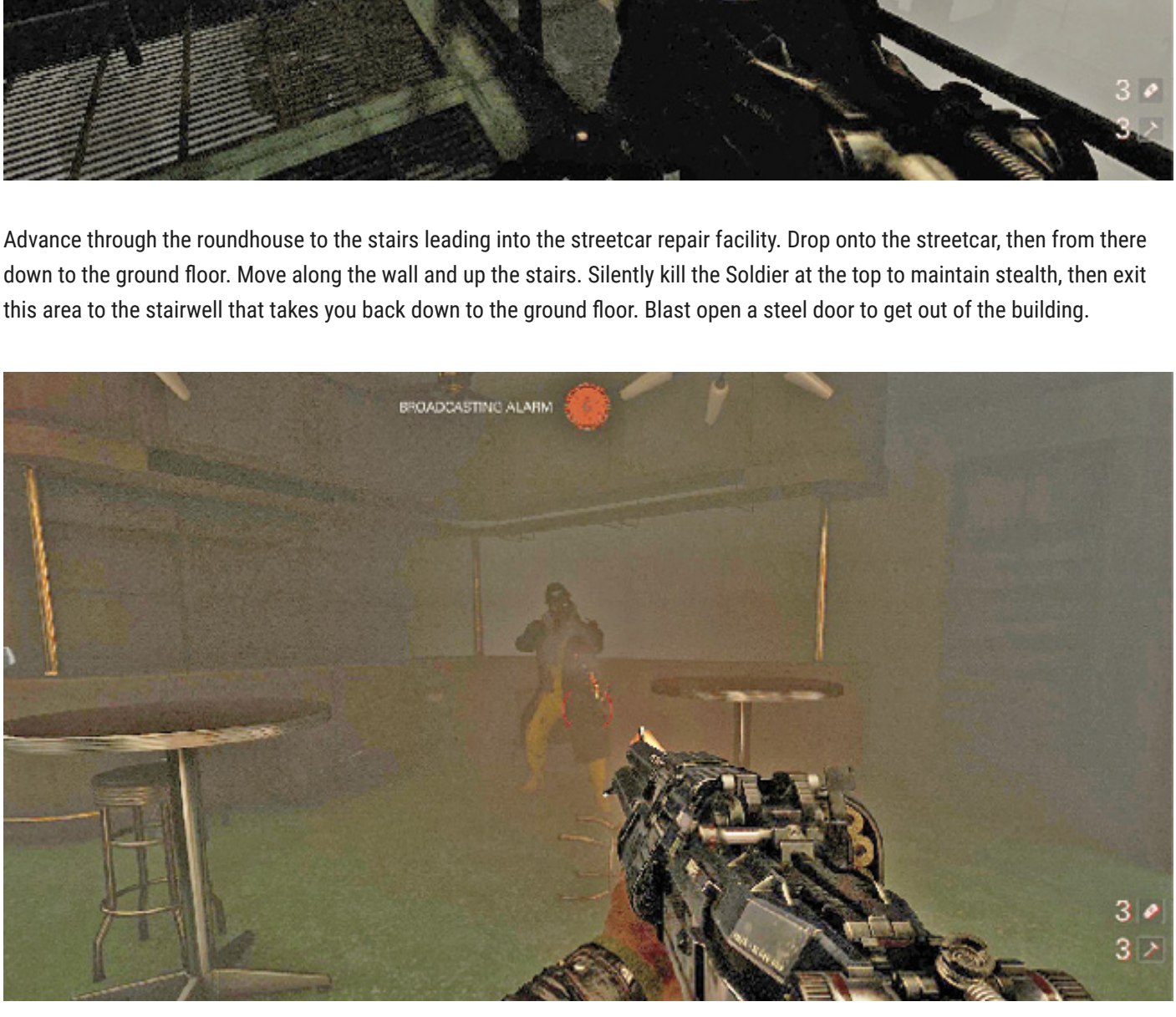
Special Requirements: Contraption

➤ *Ghetto*

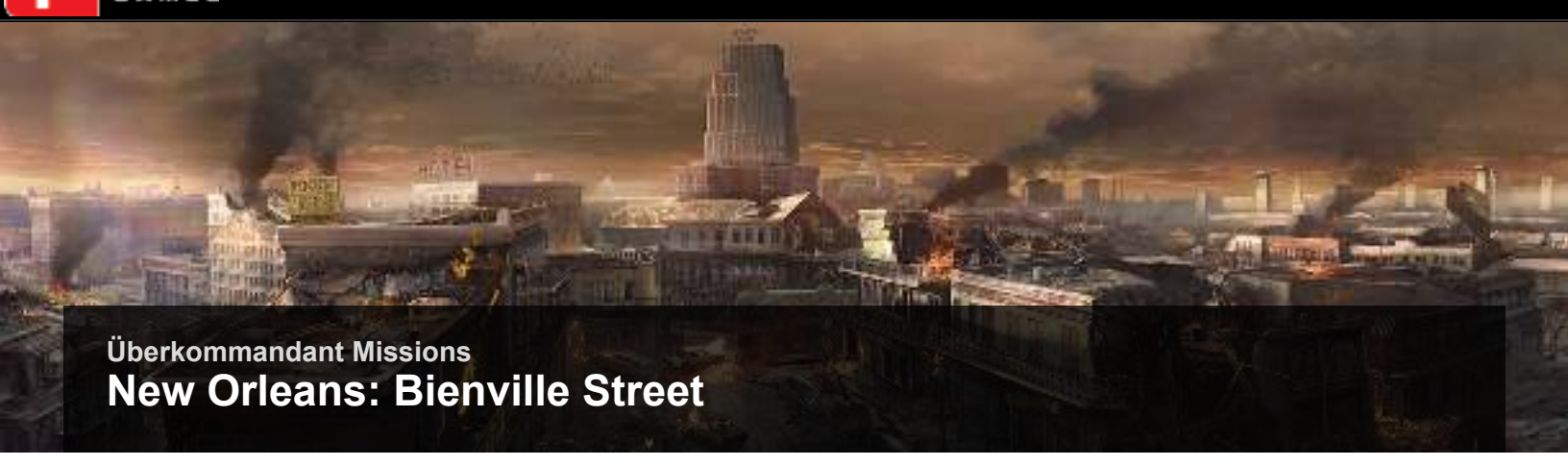
This is an incredibly difficult mission. Before you attempt it, strongly consider upgrading several of your weapons. You begin on the street near the American Bank. Expect to see a Panzerhund and SuperSoldaten, plus Soldiers all over the place. You have little cover, so rush along the sidewalk and enter the building through a hole in the wall as fast as you can. Blast open a steel door to access the stairwell and emerge into the shantytown.

The shantytown is empty. However, once you crawl under the gate into the roundhouse yard, stay alert. Keep to the left and move along the wall to get into the roundhouse. There's a Zitadelle in the yard, so keep cover between you and it. You have to fight SuperSoldaten and Soldiers, but once you enter the roundhouse, you're safe from the Zitadelle.

Advance through the roundhouse to the stairs leading into the streetcar repair facility. Drop onto the streetcar, then from there down to the ground floor. Move along the wall and up the stairs. Silently kill the Soldier at the top to maintain stealth, then exit this area to the stairwell that takes you back down to the ground floor. Blast open a steel door to get out of the building.



Swim across the river and emerge on the left side. Maintain stealth as long as possible—silently kill the Soldiers you encounter. Go through the building near the wrecked bus. A couple of Panzerhunds patrol the streets, so stay away from them. They move slowly, but their Flamethrowers are a serious threat. As you exit the building, circle to the left to reach the bar where the Überkommandant is located. Kill him, grab the Death Card—along with some Collectibles in this building—then take cover while you call for an evacuation to *Evas Hammer.*



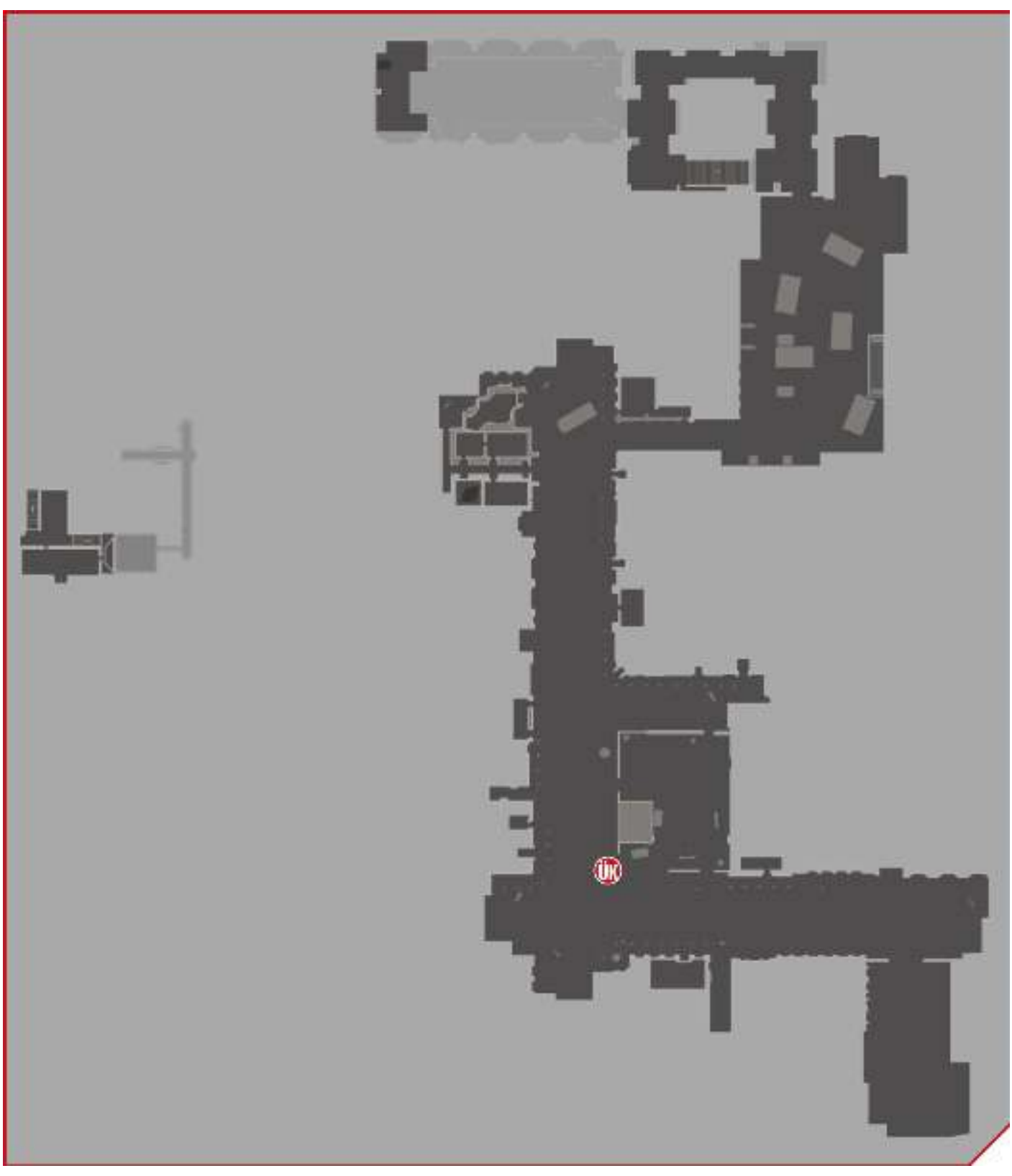
Überkommandant Missions

New Orleans: Bienville Street

OBJECTIVE: ASSASSINATE DANIEL ECKSTEIN

Enigma Codes: 4

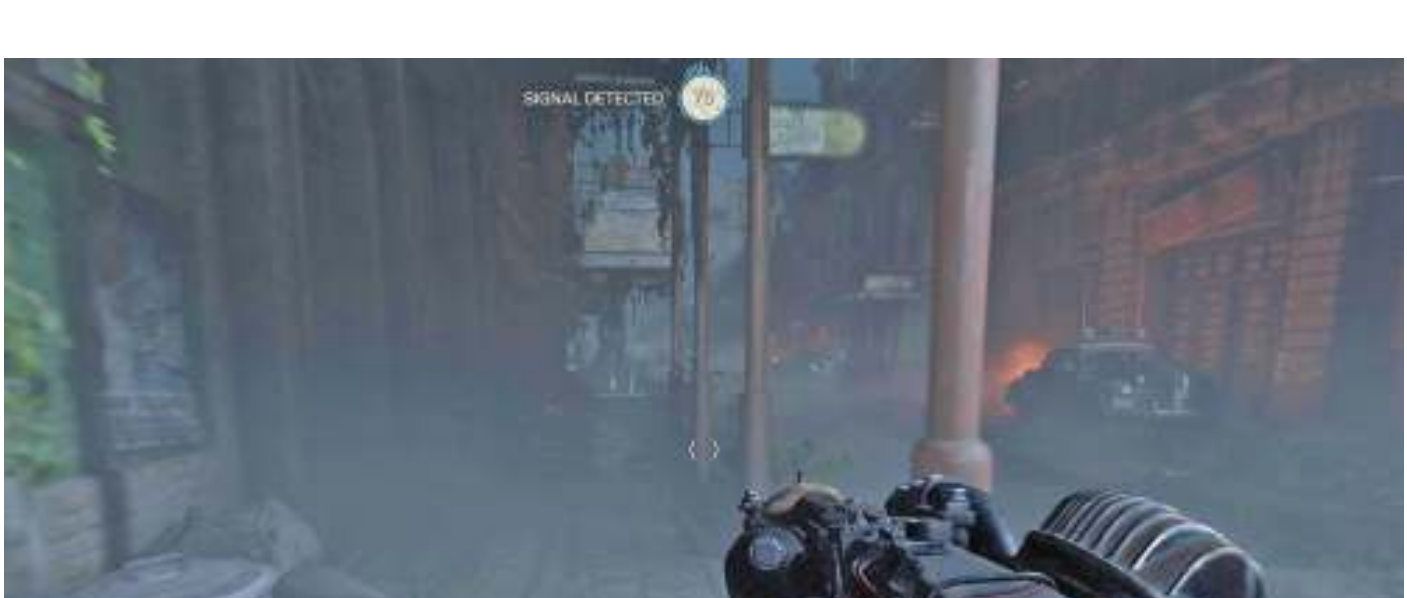
Special Requirements: Ram Shackles



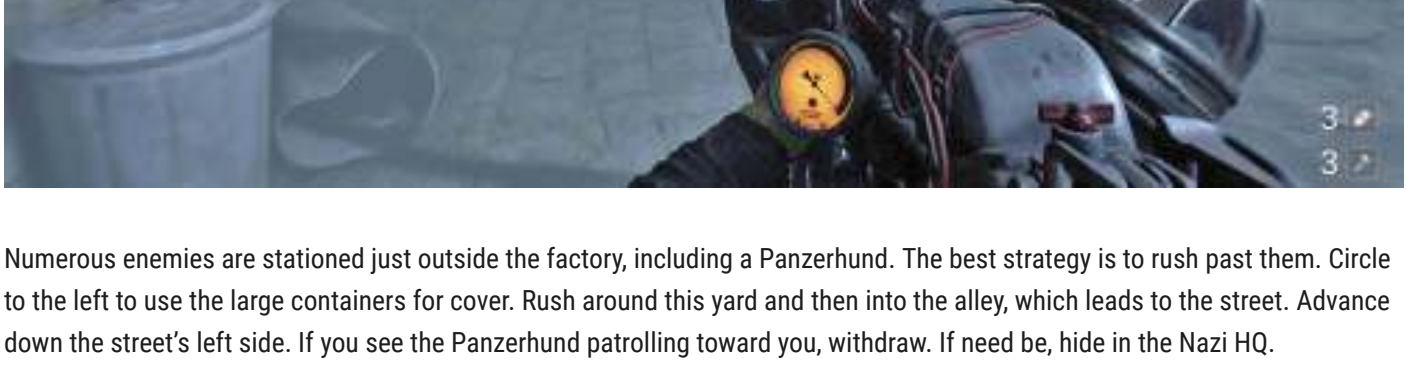
➤ *Street Level*

You begin this mission in the building at the end of the Campaign level. Head downstairs and kill the two Soldiers before continuing into the sewers. Kill more Soldiers down here, then use the Ram Shackles to break through some bars at the end of the tunnels.

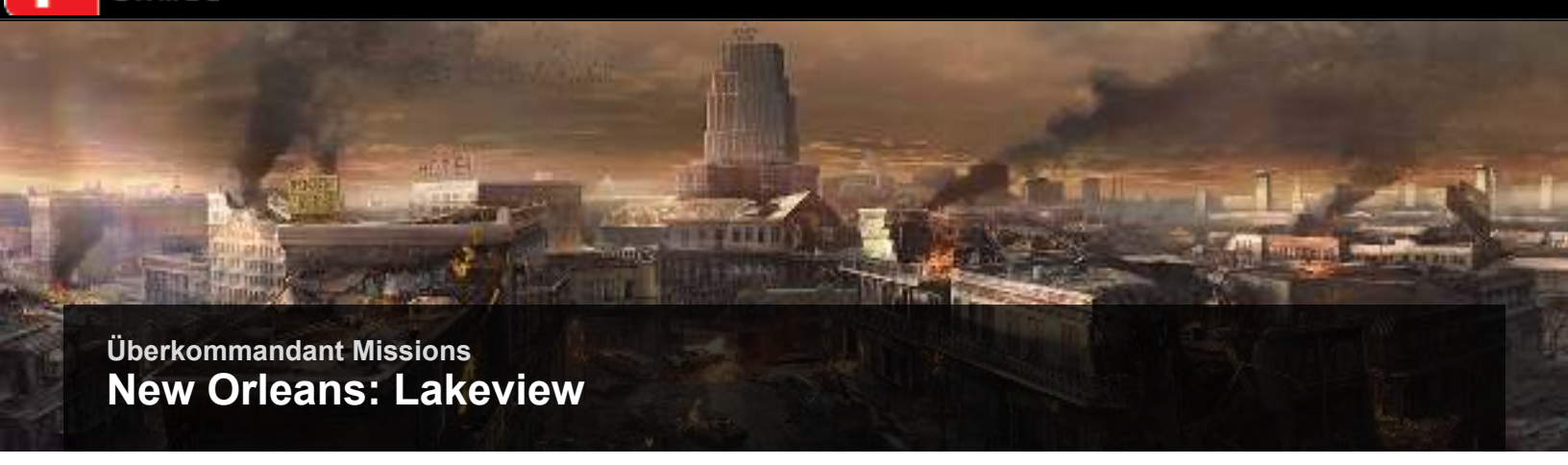
Traverse the catacombs toward the factory floor. Instead of heading upstairs into the factory, go through a tunnel to the right of the stairs. This takes you to the far end of the factory and allows you to avoid all enemies inside. Continue through the wide passage that leads out of the factory to the street level. Watch for a Kommandant up on a catwalk. Kill him from below to prevent him from sounding the alarm. Also be ready for a Laserhund in the area.



Numerous enemies are stationed just outside the factory, including a Panzerhund. The best strategy is to rush past them. Circle to the left to use the large containers for cover. Rush around this yard and then into the alley, which leads to the street. Advance down the street's left side. If you see the Panzerhund patrolling toward you, withdraw. If need be, hide in the Nazi HQ.



Wait for the Panzerhund to begin walking away, then resume advancing down the left side of the street. When you can, move into the park area at the intersection. If you've managed to maintain stealth, sneak up and kill the Soldier, then take out the SuperSoldat with his back to you. Afterward, pursue the Überkommandant, who is walking around this area near the intersection. Kill him, pick up the Death Card, and return to *Evas Hammer.*



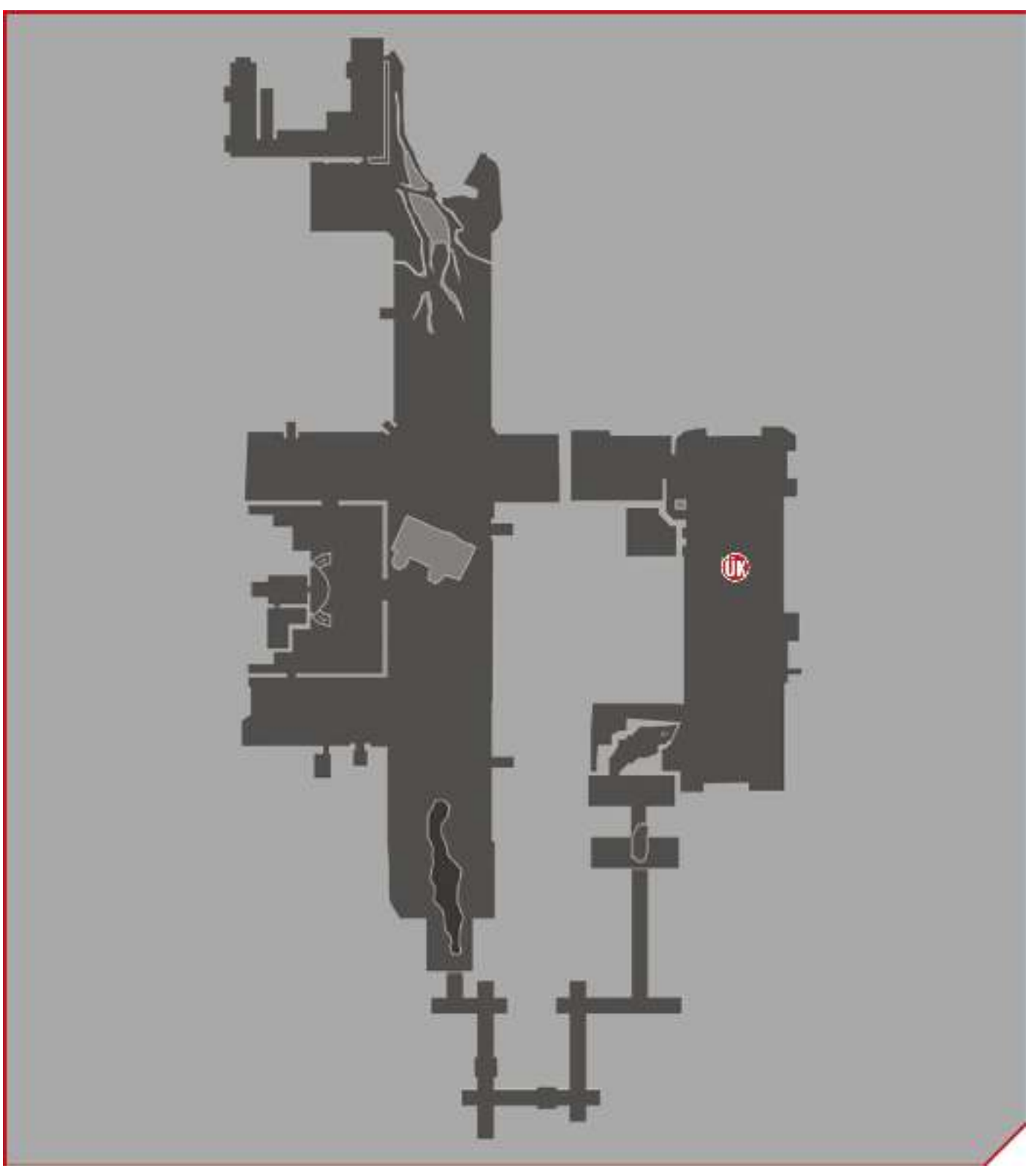
Überkommandant Missions

New Orleans: Lakeview

OBJECTIVE: ASSASSINATE ALBERT GROSSE

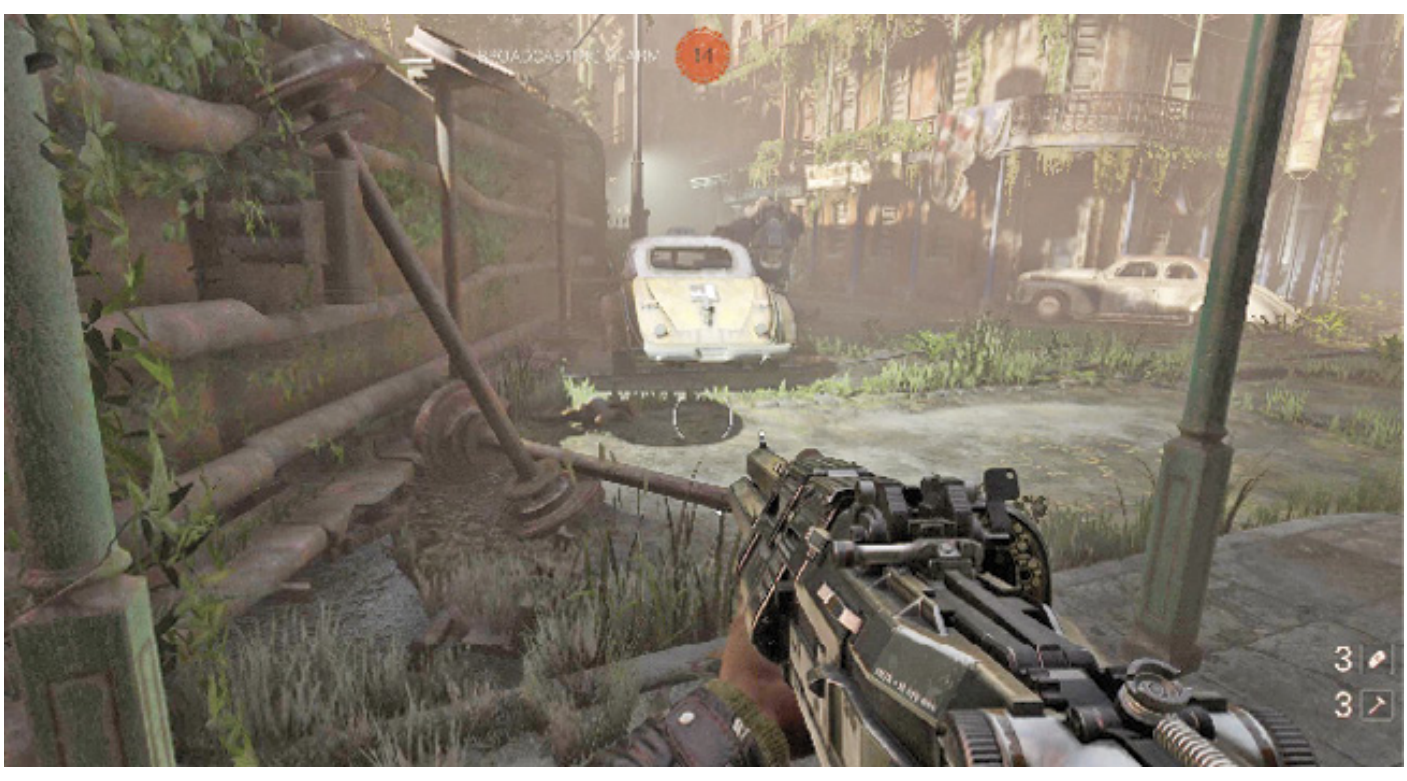
Enigma Codes: 5

Special Requirements: —



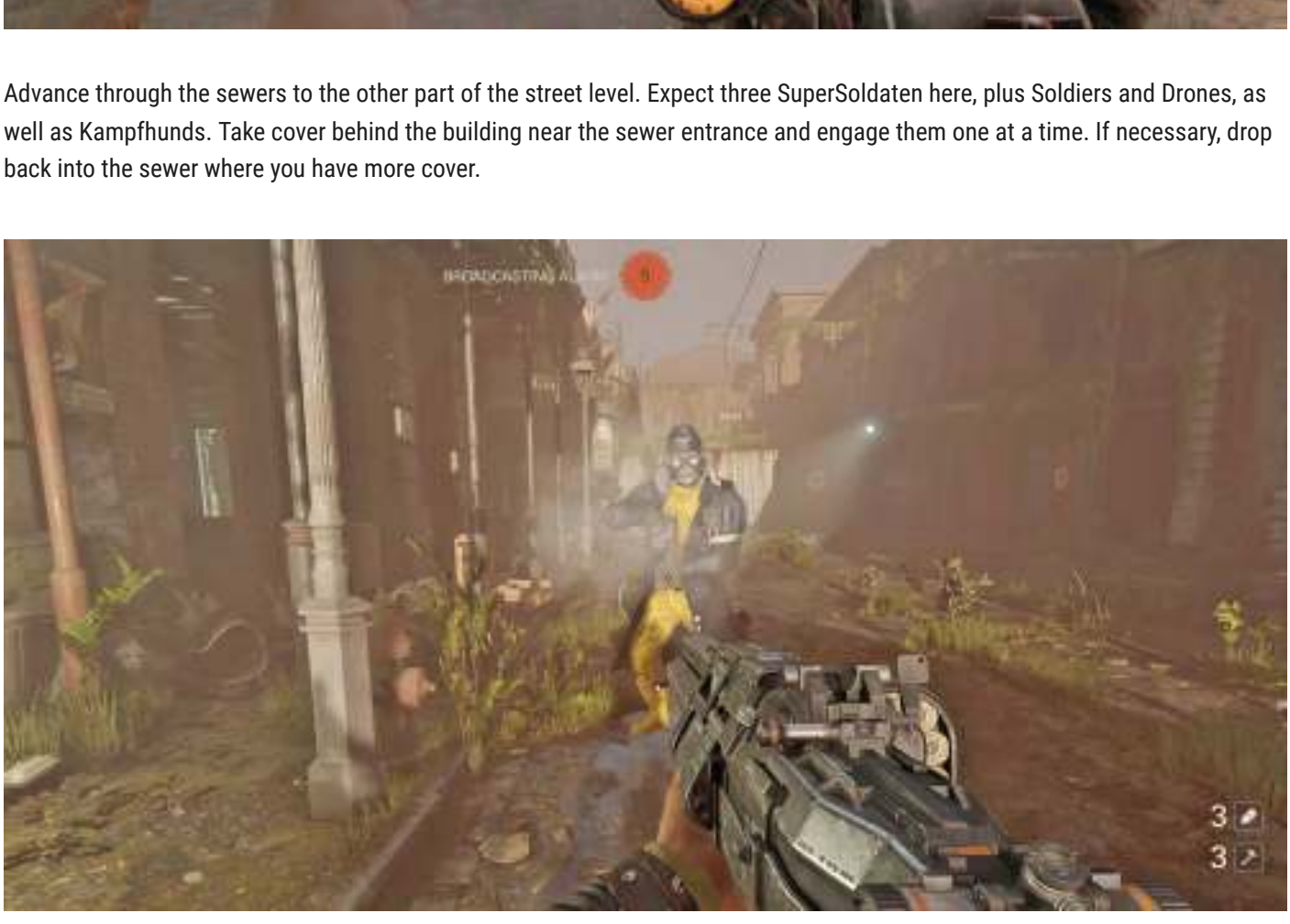
➤ *Street Level*

You start out in the hotel. Soldiers patrol the street between the hotel and the large house. It's difficult to stay quiet here, so don't bother—just kill them.

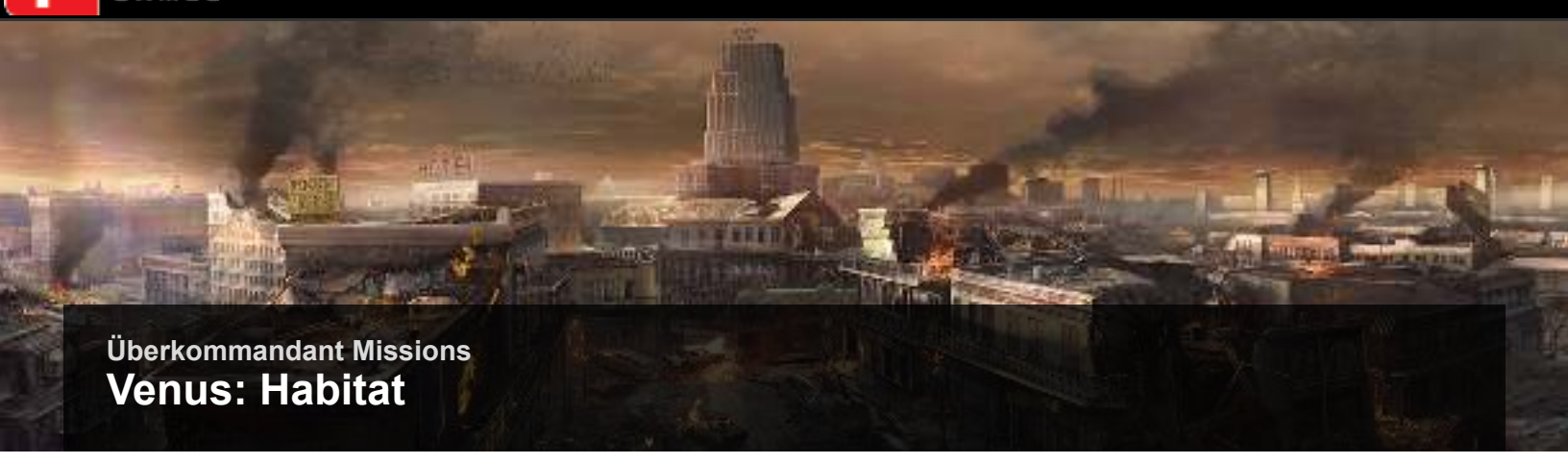


A Panzerhund patrols the area around the house. Lure it out into the street, then rush past it. Move through the yard of the house and back to the street on the other side of the rubble. Continue all the way to the hole in the street, which leads down to the sewers.

Advance through the sewers to the other part of the street level. Expect three SuperSoldaten here, plus Soldiers and Drones, as well as Kampfhunds. Take cover behind the building near the sewer entrance and engage them one at a time. If necessary, drop back into the sewer where you have more cover.



Once the SuperSoldaten are eliminated, advance down the street and go for the Überkommandant. After you kill him, grab the Death Card and check for several Collectibles in this area, which you can't access during the Campaign.



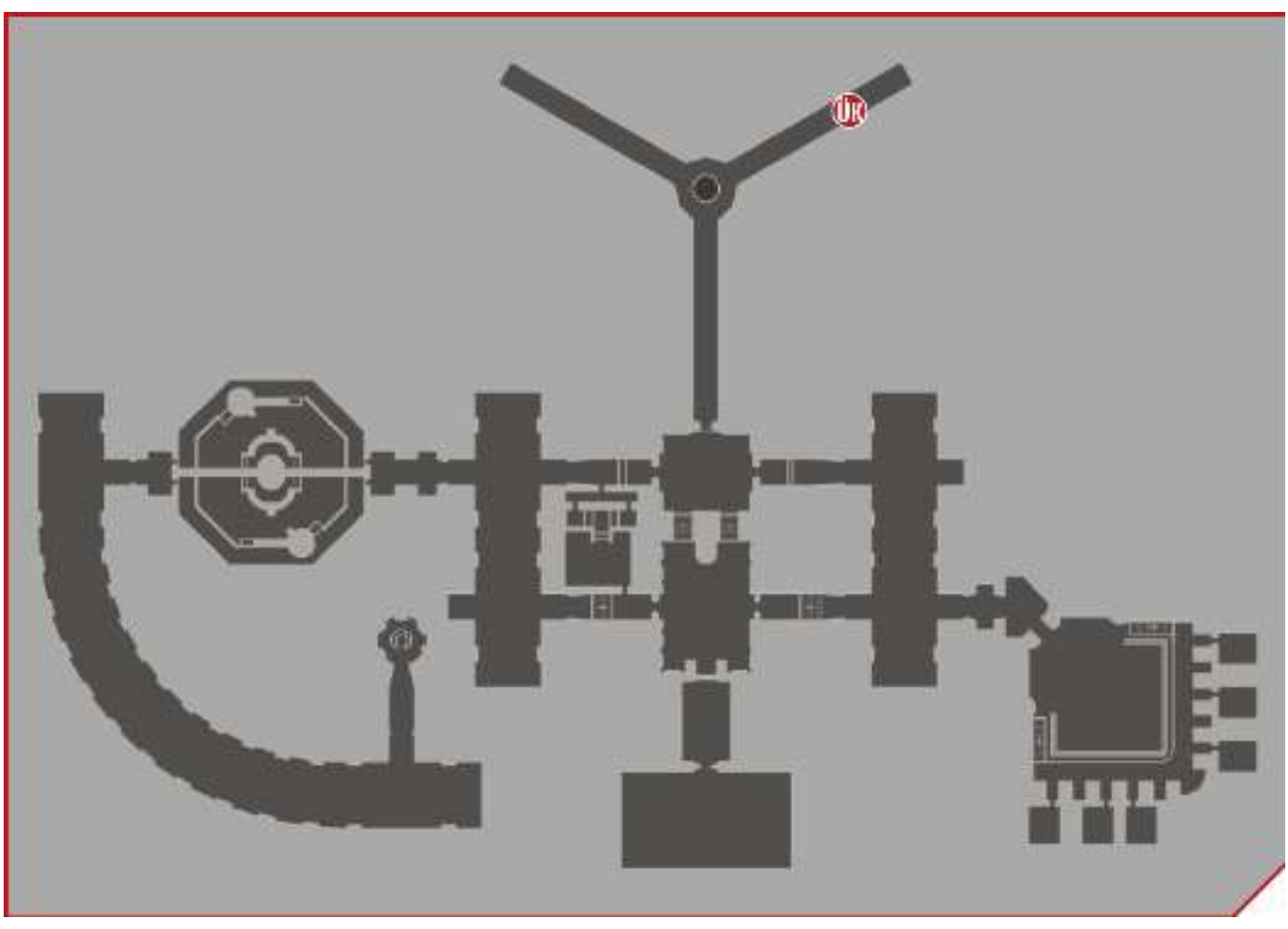
Überkommandant Missions

Venus: Habitat

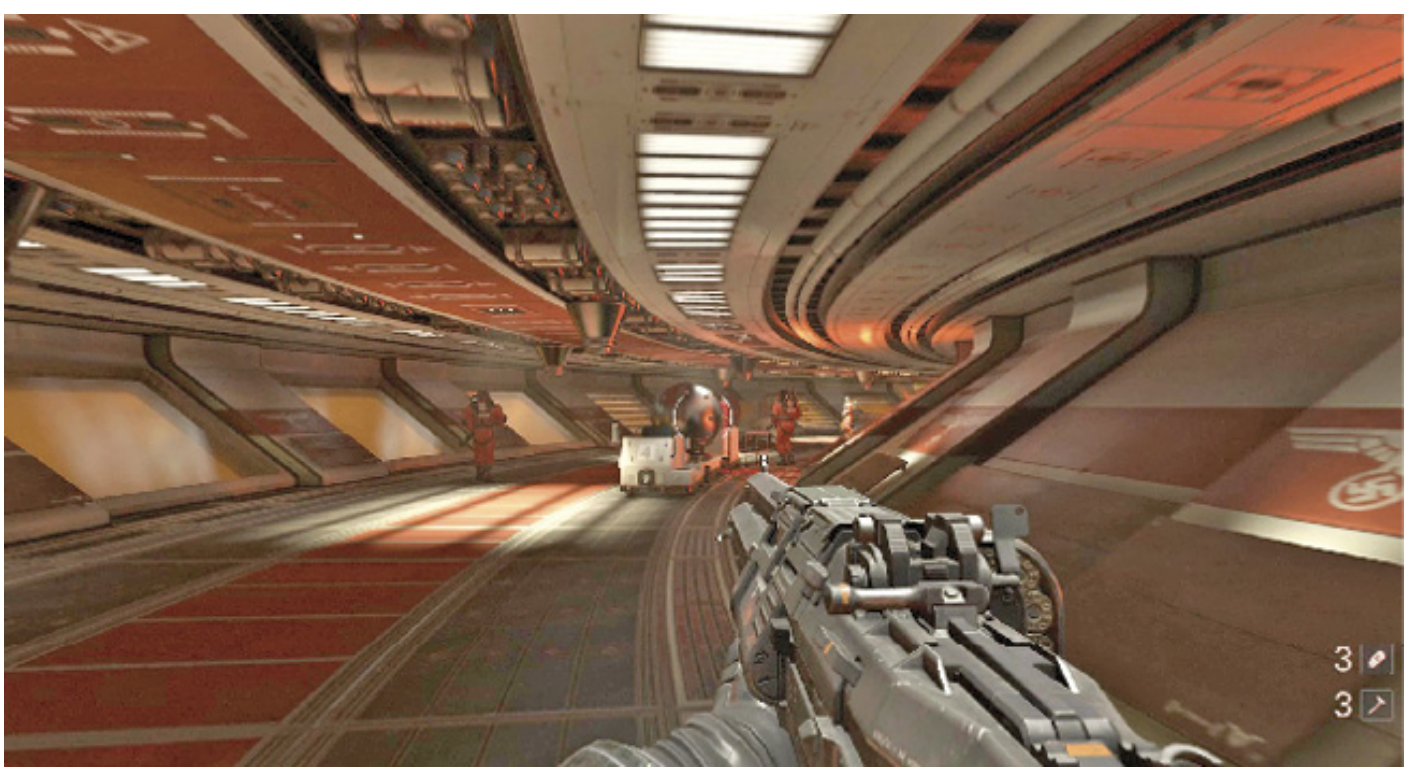
OBJECTIVE: ASSASSINATE LUDWIG KASSMEYER

Enigma Codes: 5

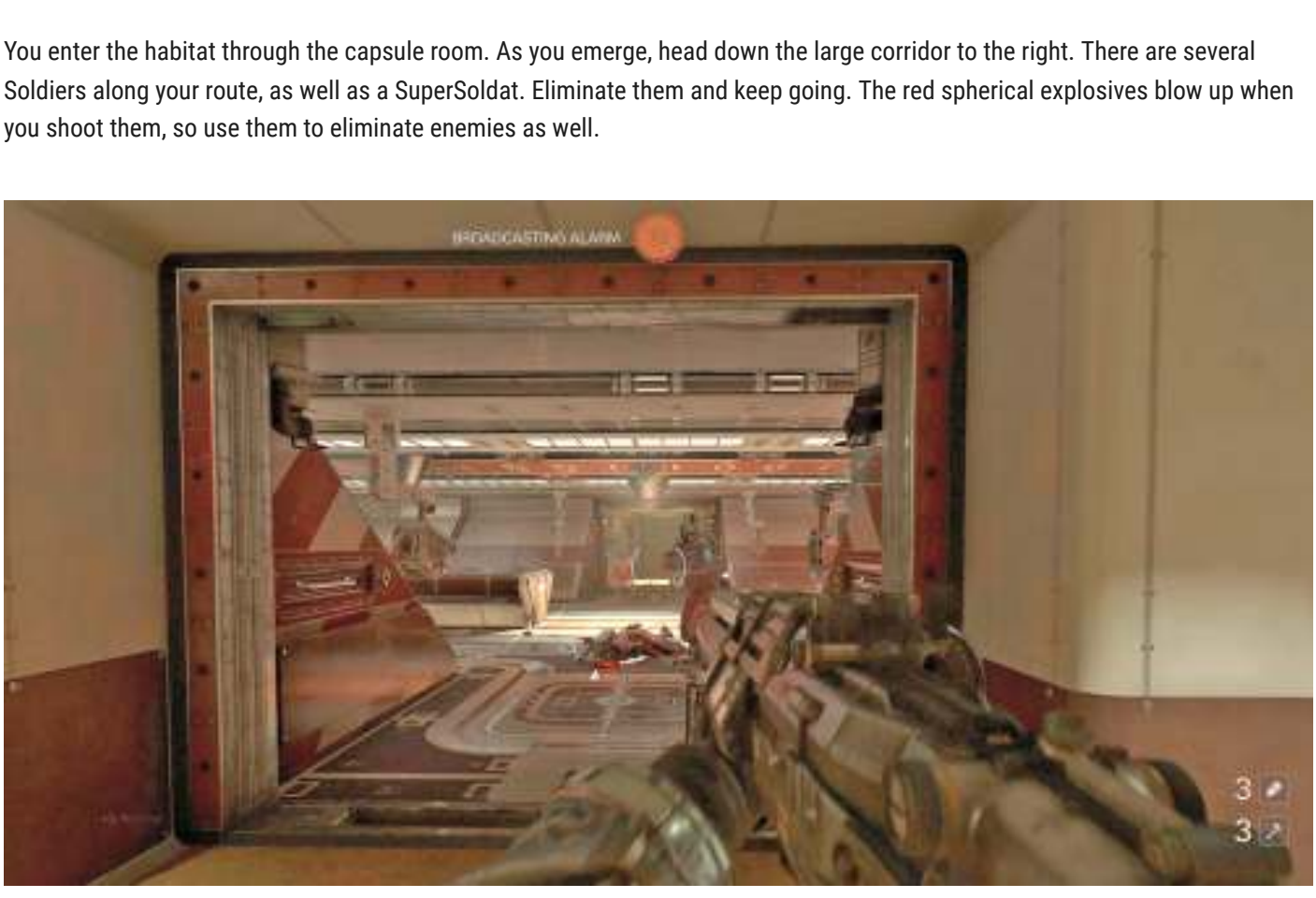
Special Requirements: —



➤ *Basement Level*



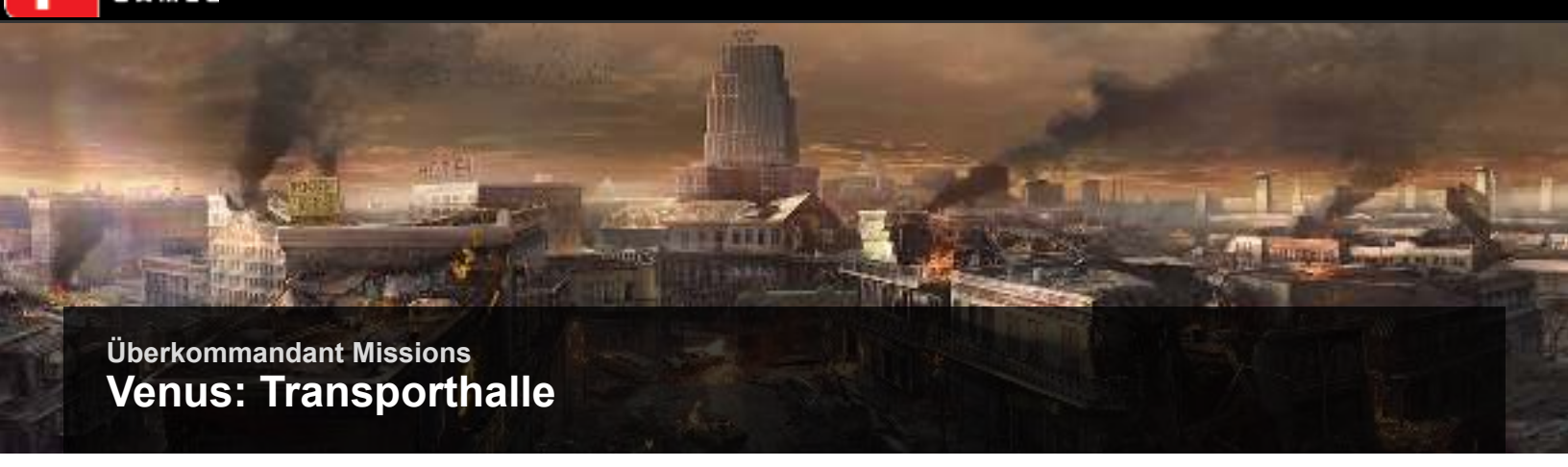
You enter the habitat through the capsule room. As you emerge, head down the large corridor to the right. There are several Soldiers along your route, as well as a SuperSoldat. Eliminate them and keep going. The red spherical explosives blow up when you shoot them, so use them to eliminate enemies as well.



Advance through the labs. Consider taking the one on the left—there are only two scientists inside, and you can kill both quietly with thrown hatchets. Continue out of the lab and into the next corridor. Expect a lot of Soldiers here, plus a Laserhund. Pull back to the lab if you need cover.

As resistance lightens, proceed through either the corridor or the middle room to reach the elaborately decorated offices. There are more Soldiers in here. Fortunately, the buffet offers plenty of health pickups, which you probably need by now.

At the end of the offices is a long corridor. The Überkommandant is down there, along with two SuperSoldaten. This is a great opportunity to use your heavy weapon. Depending on your skill level, you can potentially take out the SuperSoldaten and the Überkommandant all at once. Move in and pick up the Death Card before returning to *Evas Hammer.*



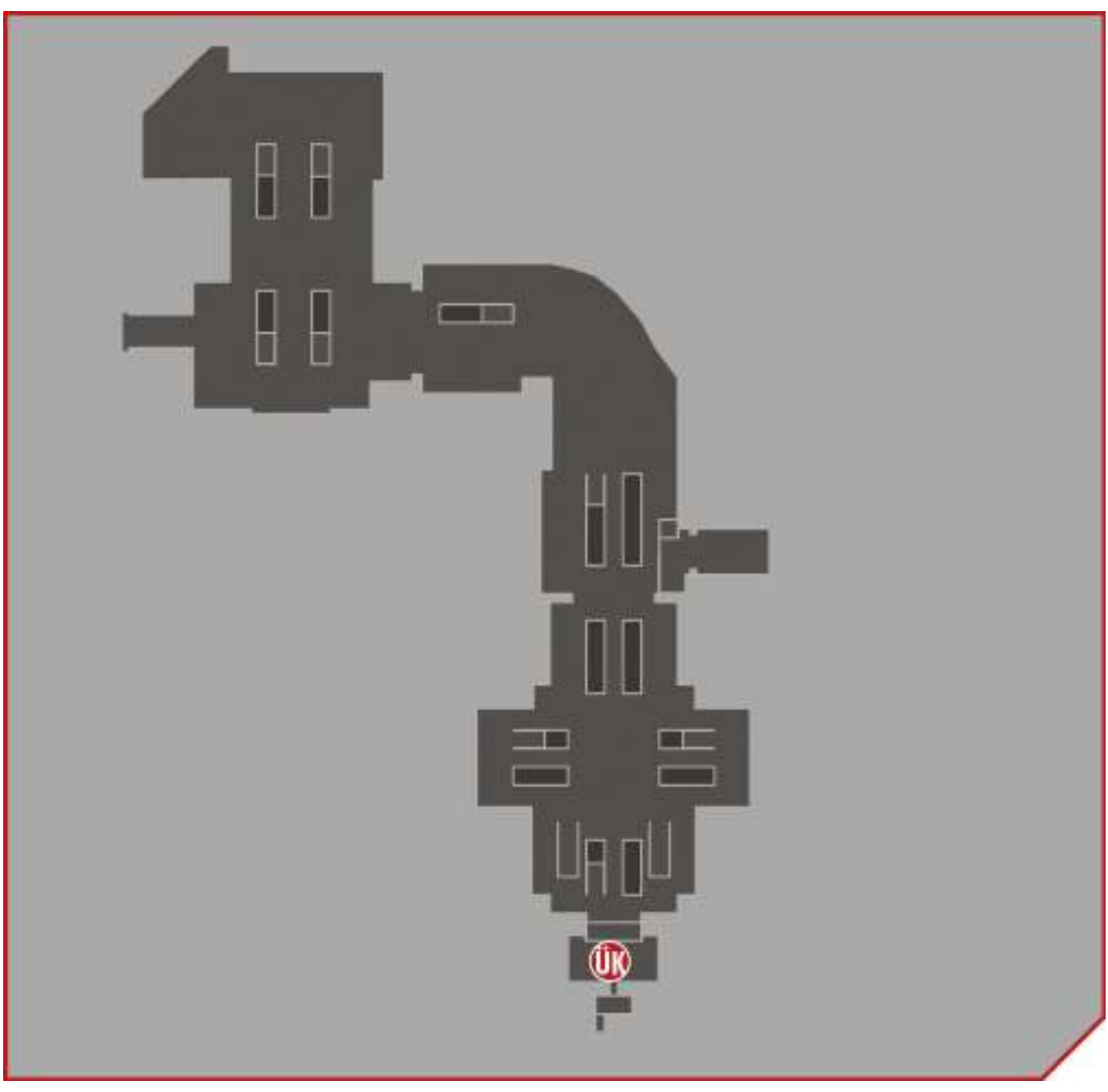
Überkommandant Missions

Venus: Transporthalle

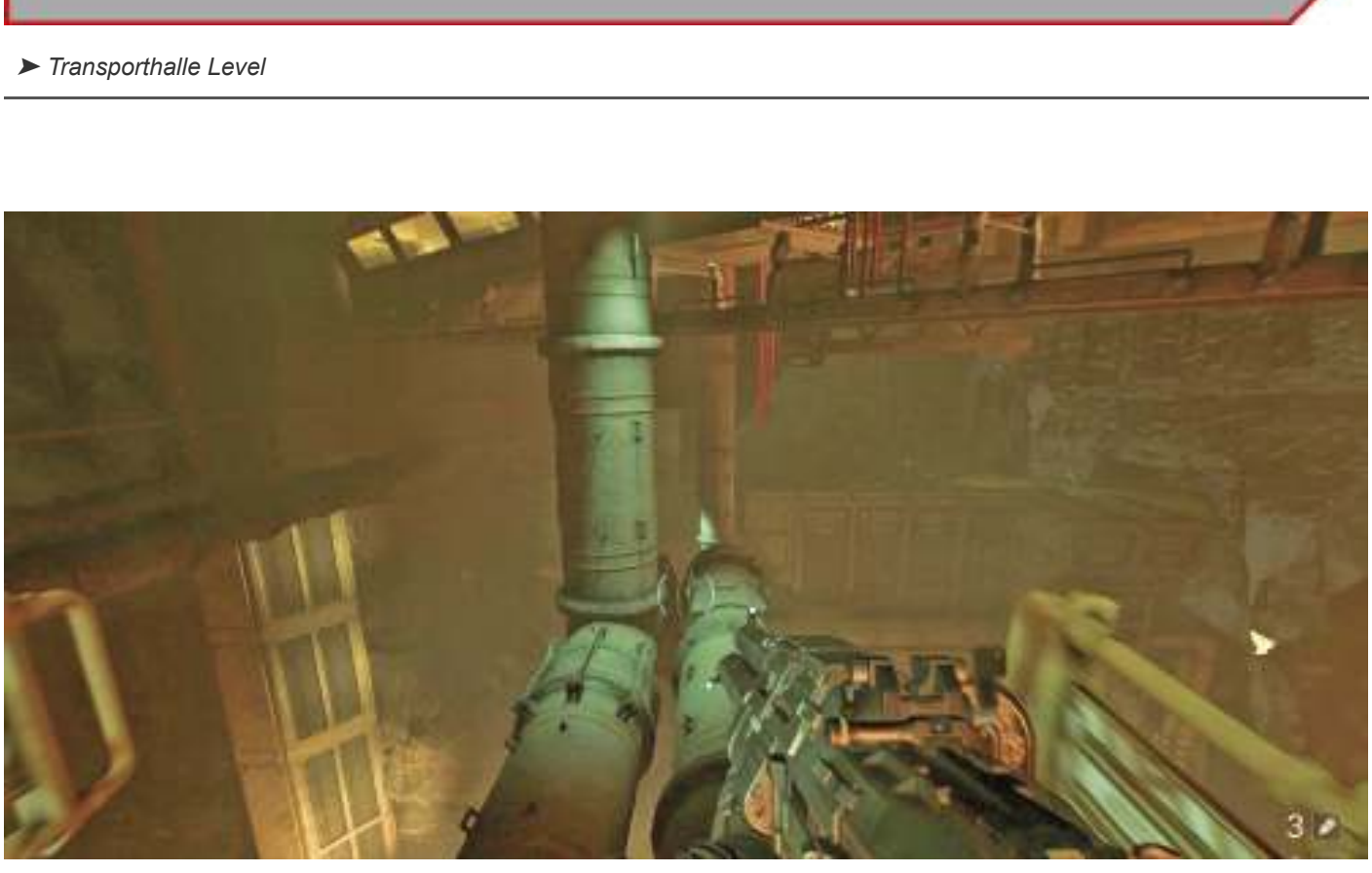
OBJECTIVE: ASSASSINATE MICHAEL RADEMAKER

Enigma Codes: 7

Special Requirements: Battle Walkers



➤ *Transporthalle Level*



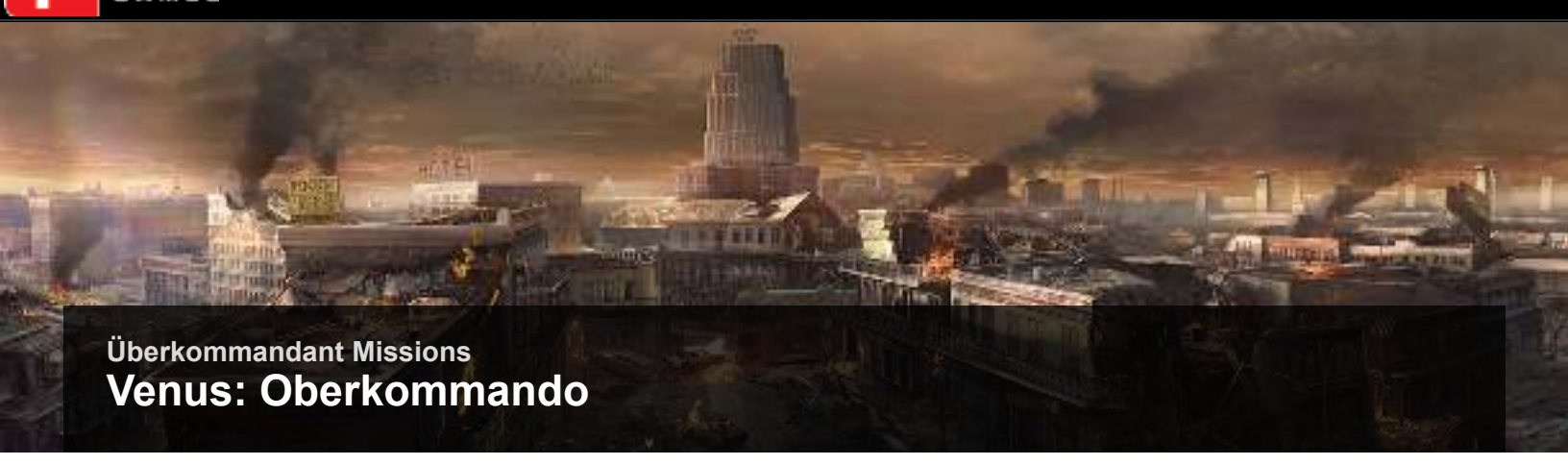
You start off outside the facility on the surface of Venus. As such, your suit needs Coolant. There are no Coolant filling stations during the first part of this mission, so move fast. Rush to the end of the catwalk and drop onto some large pipes. Follow them down to a platform holding a couple of Soldiers. Kill them, then enter the facility through a large door on the left.

Your suit recharges while inside. Once that's done, continue through the next large door and back outside. As you emerge, sneak up behind an ÜberSoldat and destroy it with your hatchet. Expect masses of enemies in this next area, including SuperSoldaten, ÜberSoldaten, and Soldiers. Your need for Coolant limits your options somewhat. You can try to clear out the enemies as quickly as possible so you can advance to the next Coolant filling station. However, there is a way to bypass most of them. Where you destroy the ÜberSoldat, turn to the right and drop to a lower level of the catwalks. Head right and follow them down.

Get to the bottom of the catwalks and enter through a large door. Climb down a long ladder to the transporthalle area. Jump over the railing and turn left into a garage, where you once again come up against a lot of enemies. And once again, you have the option of bypassing most of them. Rush forward and drop into the tunnel under the level. Follow it straight ahead and out the other end. Continue into a duct in the wall.

You find yourself in a shaft. Use the Battle Walkers to get up to the top of it. At the top is another duct opening. Drop through it into the control room where the Überkommandant is waiting. Kill him quickly and take the Death Card, then look around for some Collectibles in the area.

Head back to *Evas Hammer* to complete the mission.



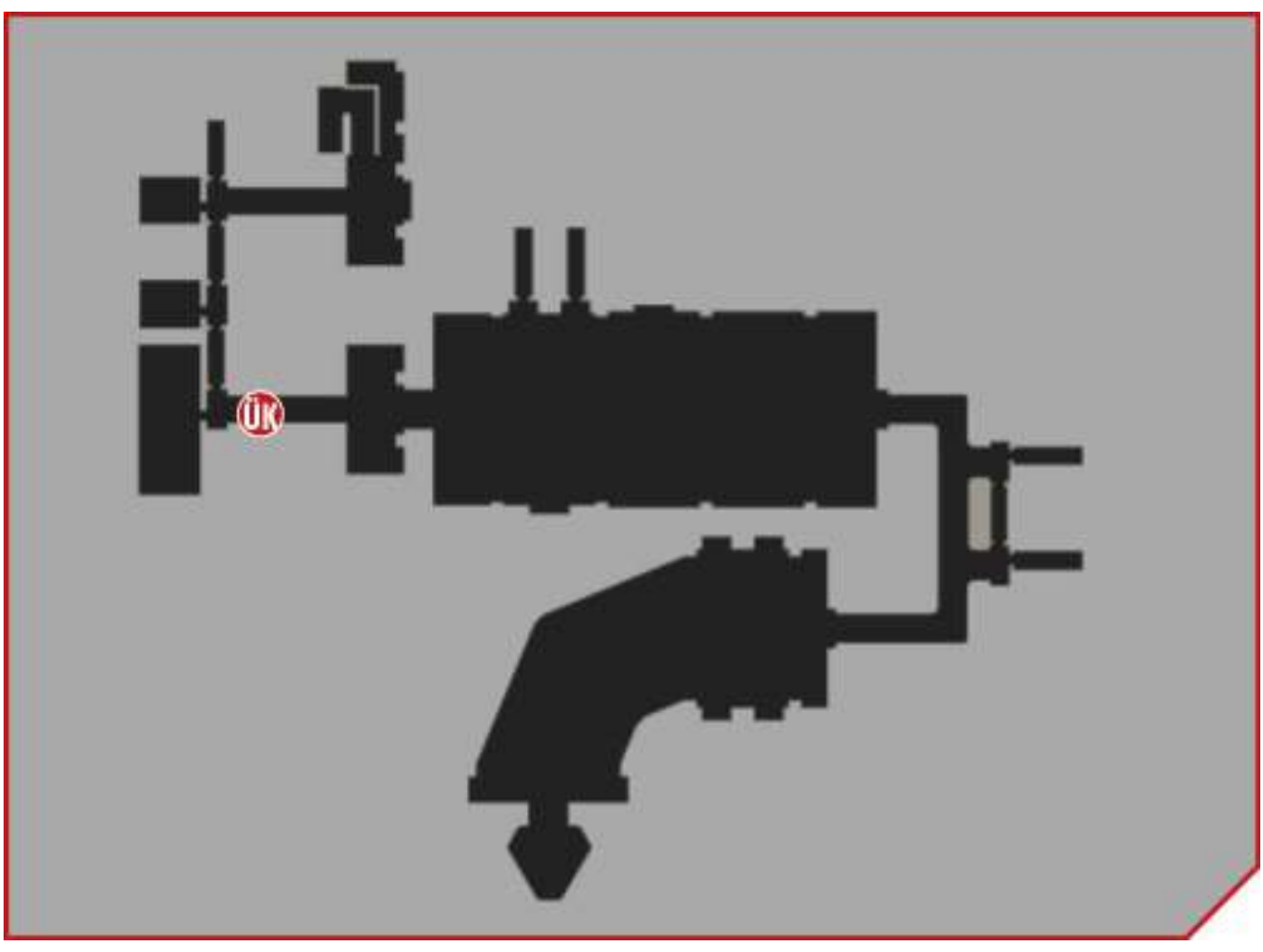
Überkommandant Missions

Venus: Oberkommando

OBJECTIVE: ASSASSINATE THOMAS WECHSLER

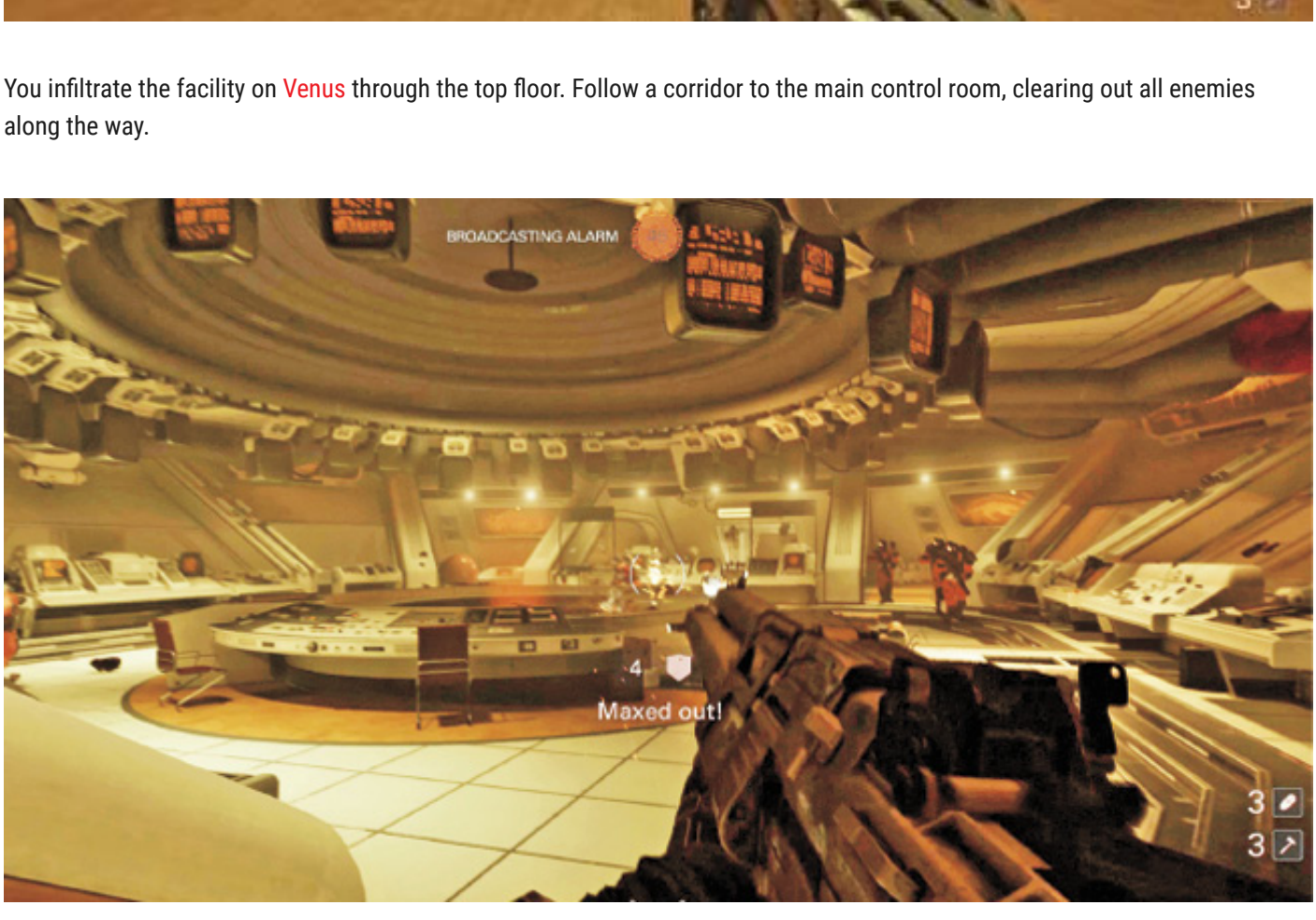
Enigma Codes: 6

Special Requirements: —

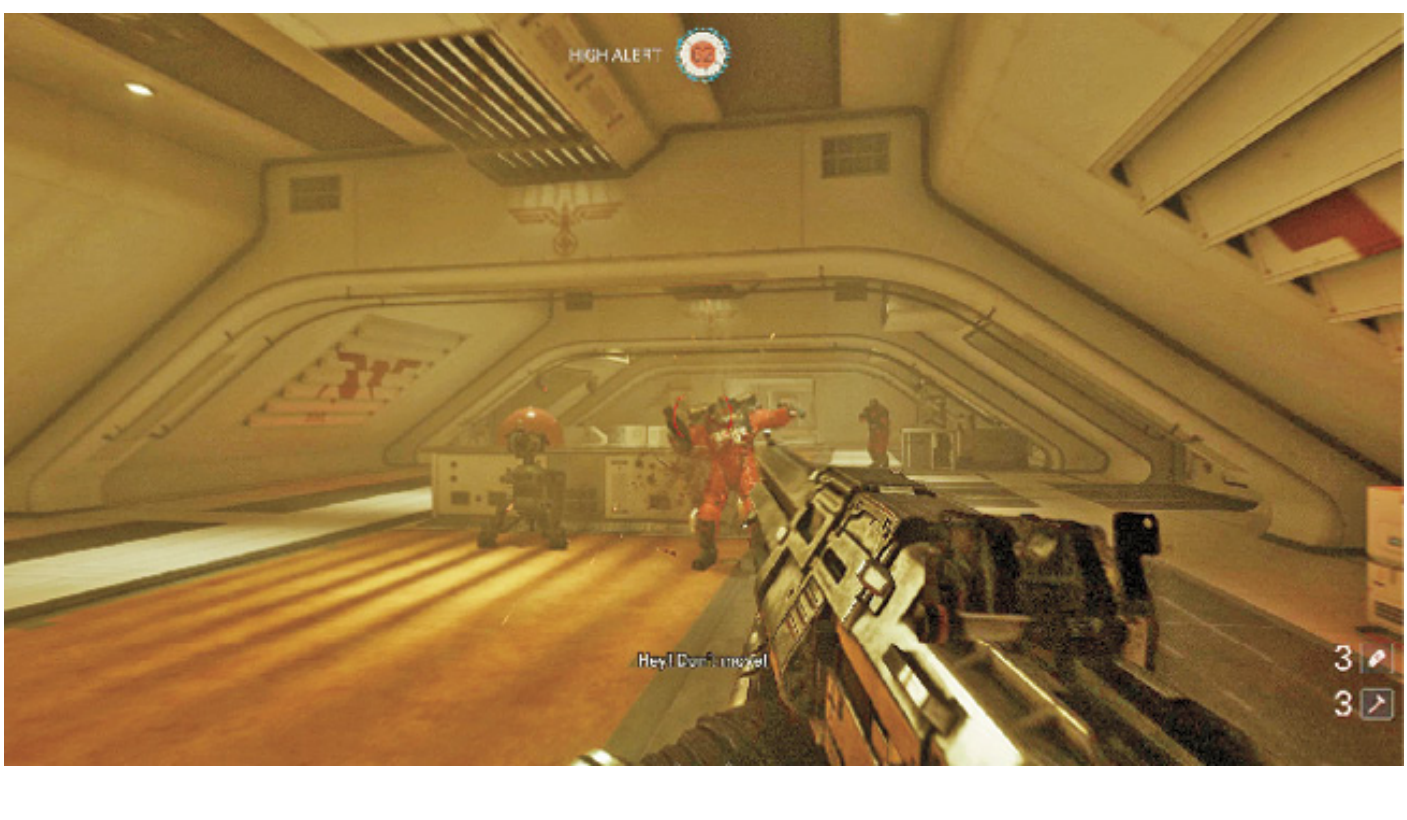


➤ *Oberkommando Residential Level*

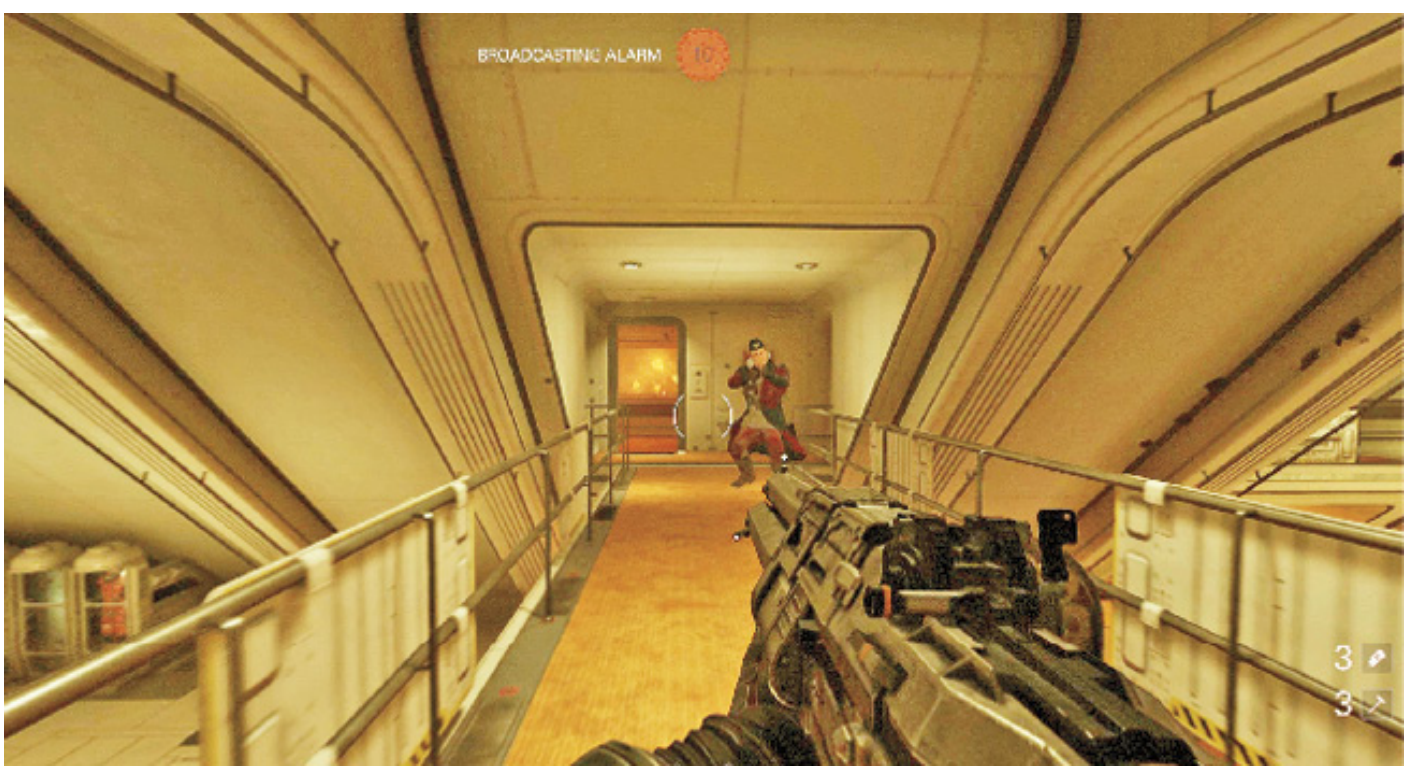
You infiltrate the facility on Venus through the top floor. Follow a corridor to the main control room, clearing out all enemies along the way.



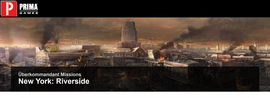
The main control room is filled with enemies. As they all come at you, pull back to available cover. The groups of Soldiers make great targets for a grenade. You need to clear out the control room in order to advance through it to the corridor on the other side. Follow it to the end and take the elevator down to the lower levels.



After exiting the elevator, follow the corridor. The three Soldiers in this area all have their backs to you. Keep quiet and kill them with hatchets to avoid sounding the alarm too early. There are more Soldiers in the next area. Kill the first to take control of the Lasergewehr turret, then eliminate the rest.



Advance through the corridor and into the residential section. Expect more Soldiers here, along with the Überkommandant. Assassinate your primary target and grab his Death Card before returning to *Evas Hammer.*



Obersturmmandant Wilhelmina

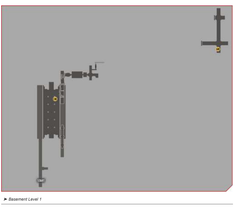
New York: Riverside

OBJECTIVE: ASSASSINATE GERNOTT HERMANN

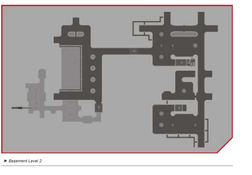
Enigma Codex: 8

Special Requirements: Assassinate the 15 Oberkommandants

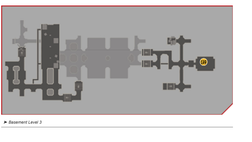
Once you've assassinated the 15 initial Oberkommandants, you unlock the mission to take out the sixteenth and final Oberkommandant. He's in a secret bunker. This mission is especially tough, if you haven't upgraded your weapons yet, do it now.



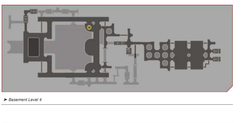
➤ *Basement Level 1*



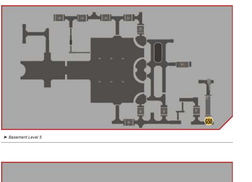
➤ *Basement Level 2*



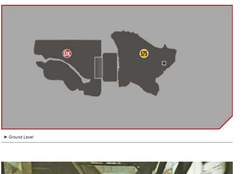
➤ *Basement Level 3*



➤ *Basement Level 4*



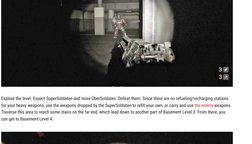
➤ *Basement Level 5*



➤ *Ground Level*

This mission starts you off in a subway tunnel at Basement Level 1. Most of the areas are dark, but you have a flashlight attached to your weapon. That cone of light is all the illumination you get for most of the mission, so your peripheral vision is practically nil. Advance across the first subway station to the tracks on the other side. Take a door on the right into a structure. The only way out is via crawling into a duct and then dropping to a lower level.

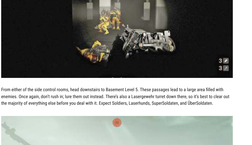
Follow another duct for a short distance, then drop to Basement Level 3. This level contains several ÜberSoldaten. It's tough to get them in the dark; try rushing them and hitting them with a hatchet. Explore the area, then take some stairs up to Basement Level 2.



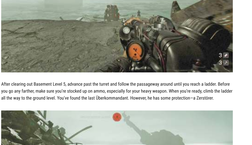
Explore the level. Expect SuperSoldaten and more ÜberSoldaten. Defeat them. Since there are no refueling/recharging stations for your heavy weapons, use the weapons dropped by the SuperSoldaten to refill your own, or carry and use the enemy weapons. Traverse this area to reach some stairs on the far end, which lead down to another part of Basement Level 3. From there, you can get to Basement Level 4.

Two stairways lead down to Basement Level 4. Look for enemies such as SuperSoldaten or ÜberSoldaten next to the doors at the bottom of the stairs. Engage them through the doors, then let them come to you. If you enter the room at the bottom, you'll end up surrounded. By drawing your foes up the stairs into the narrow corridors of Basement Level 3, you gain an advantage.

When the enemies stop coming up the stairs, move down into Basement Level 4. By now, there should be few enemies remaining, if any. Even so, take a careful look around for inactive ÜberSoldaten in alcoves. Destroy them with a hatchet to keep them from activating if the fighting starts up again.

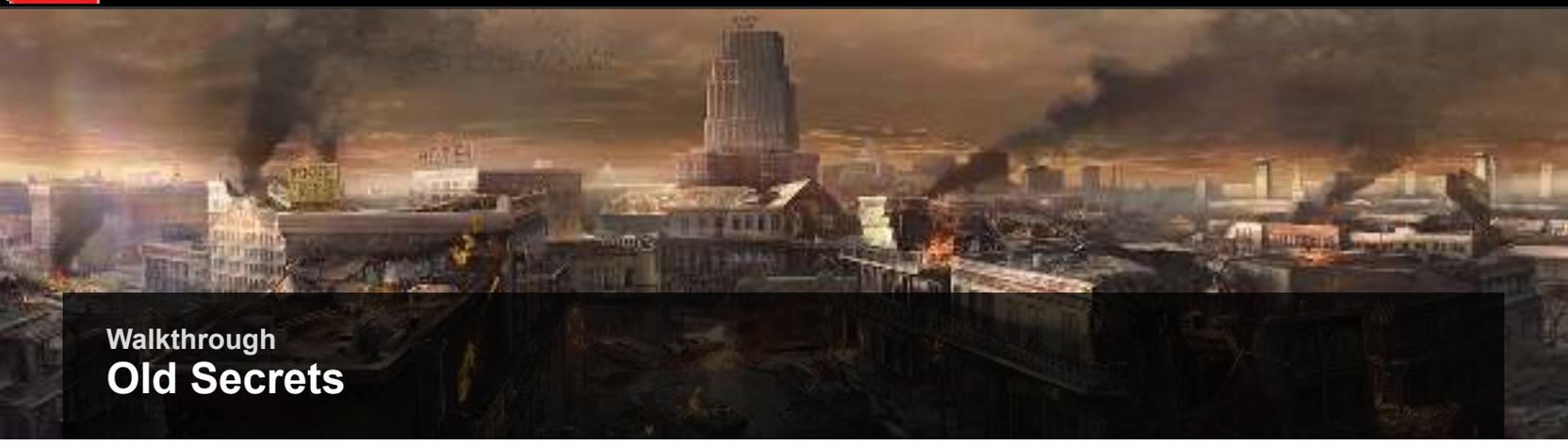


From either of the side control rooms, head downstairs to Basement Level 5. These passages lead to a large area filled with enemies. Once again, don't rush in; lure them out instead. There's also a Lasergewehr turret down there, so it's best to clear out the majority of everything else before you deal with it. Expect Soldiers, Lasershards, SuperSoldaten, and ÜberSoldaten.



After clearing out Basement Level 5, advance past the turret and follow the passageway around until you reach a ladder. Before you go any farther, make sure you're stocked up on ammo, especially for your heavy weapon. When you're ready, climb the ladder all the way to the ground level. You've found the last Oberkommandant. However, he has some protection—a Zerstörer.

As with other big enemies, you must destroy two limbs. Don't go down to the lower level where the Zerstörer is located. Instead, fire at it from the higher platform and take cover behind the wrecked automobile when necessary. Keep at it until the Zerstörer is destroyed. The Oberkommandant comes for you then. Kill him and collect the final Death Card.



Walkthrough

Old Secrets

A NEW HOME

Evas Hammer

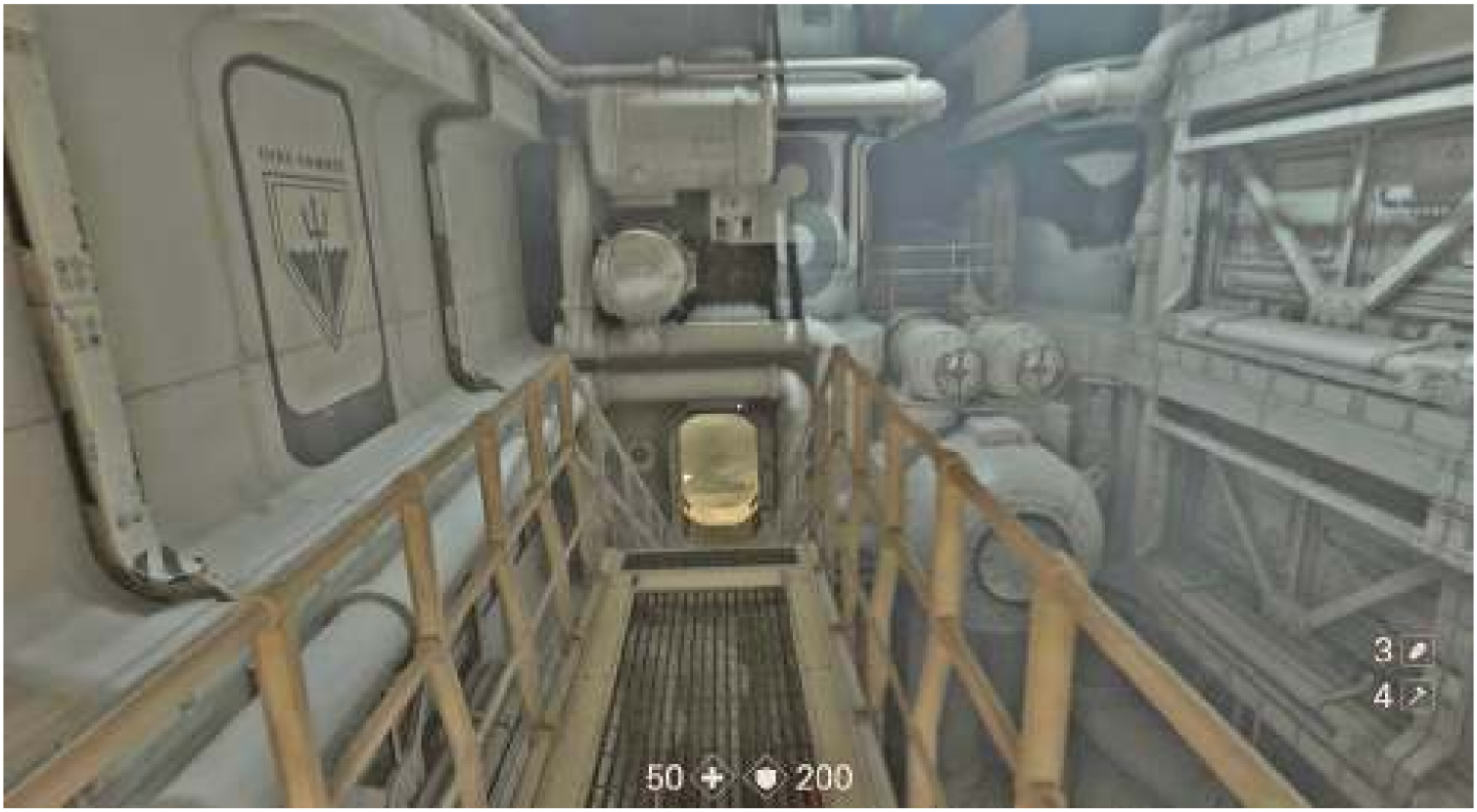
Somewhere in the Atlantic

Grace has a plan to hurt the Nazis, but she needs a nuclear bomb. Luckily, there's a stock of these weapons aboard *Evas Hammer*. Not so luckily, they're located in Section F. You visited that section earlier when you had to shut down the signal being sent to the *Ausmerzer*. Due to flooding, that section has been sealed. Hope you can swim.

EXPLORE THE BOAT

This mission takes place on the submarine Evas Hammer. While your objectives must be completed, you can wander around the boat and explore in the meantime, looking for Collectibles and talking to the crew. With the exception of Section F's interior, you can go anywhere you want.

OBJECTIVE: ENTER SECTION F



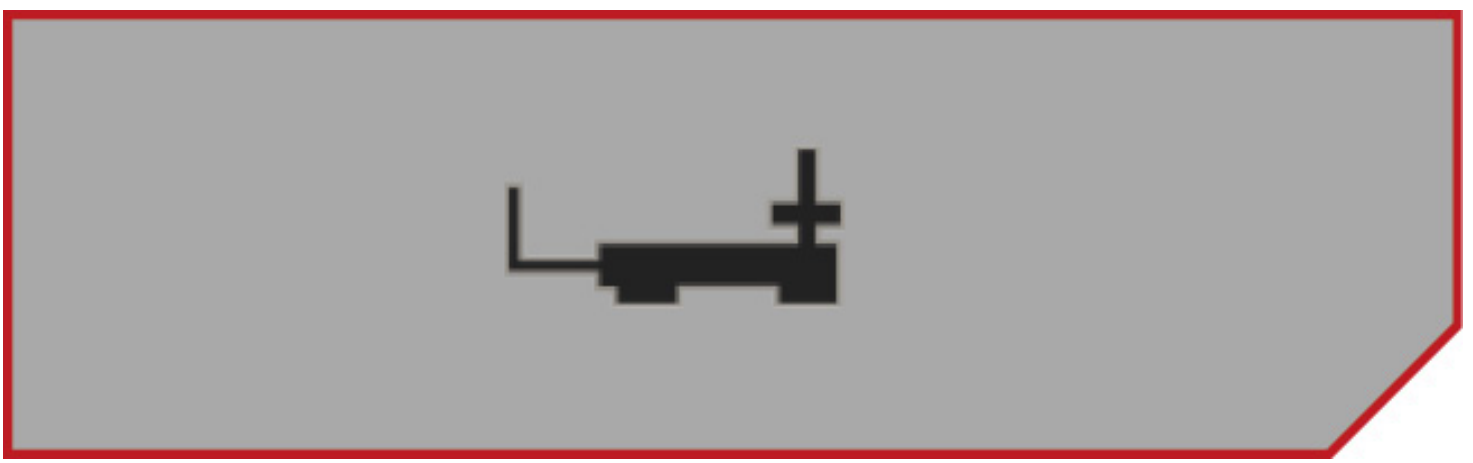
There's a secret entrance to Section F down in the locker room. Exit the helm and turn right. Move through the central section to the end, then take the stairs down to the locker room.

Walk around to the other side of the locker room and go through one of the lockers to reach Section F.

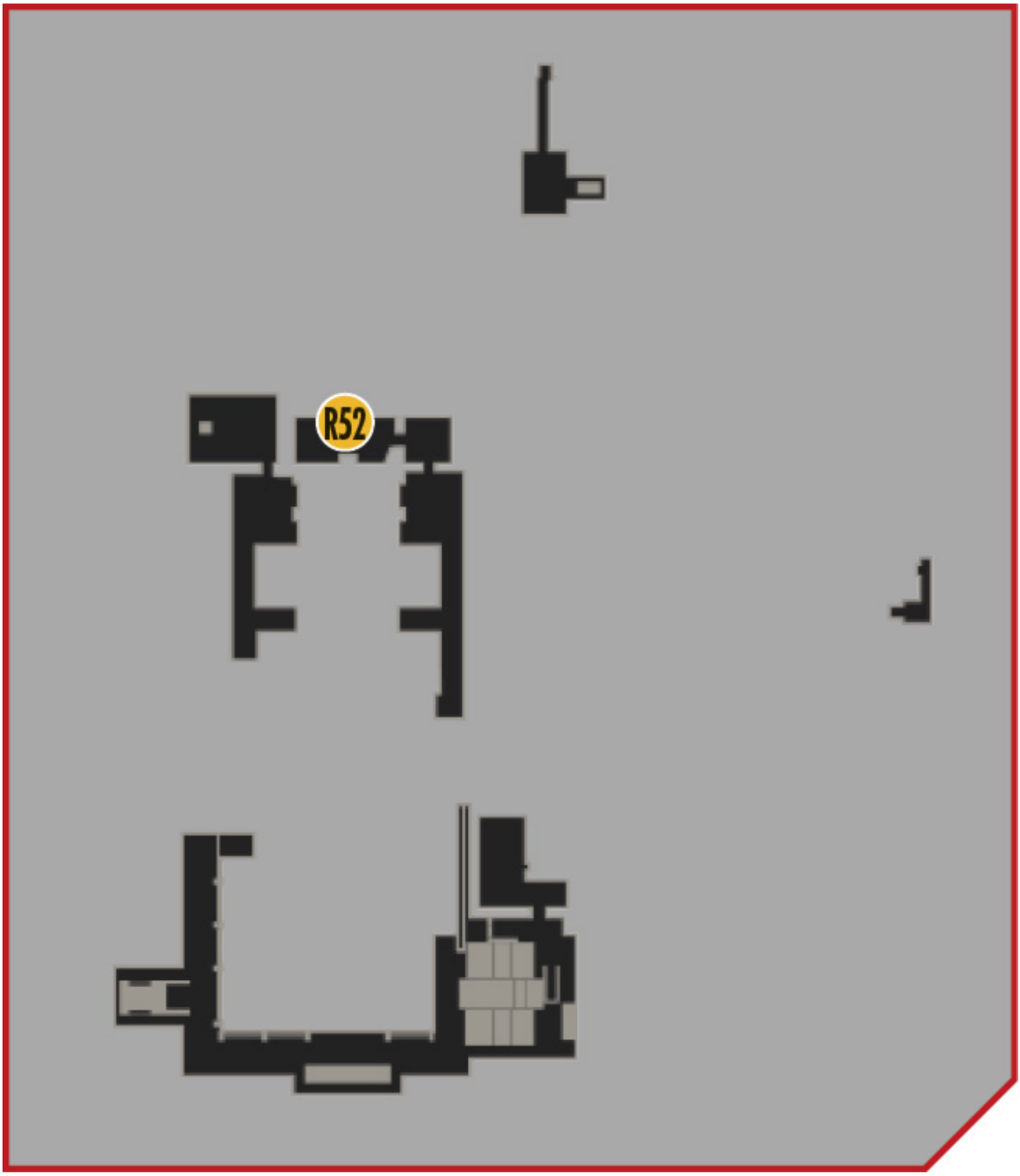
➤ MAP LEGEND KEY FOR COLLECTIBLES

C	Concepts
G	Gold
M	Map
R	Readable
S	Star Card
T	Max's Toy
U	Upgrade Kit
V	Vinyl Record

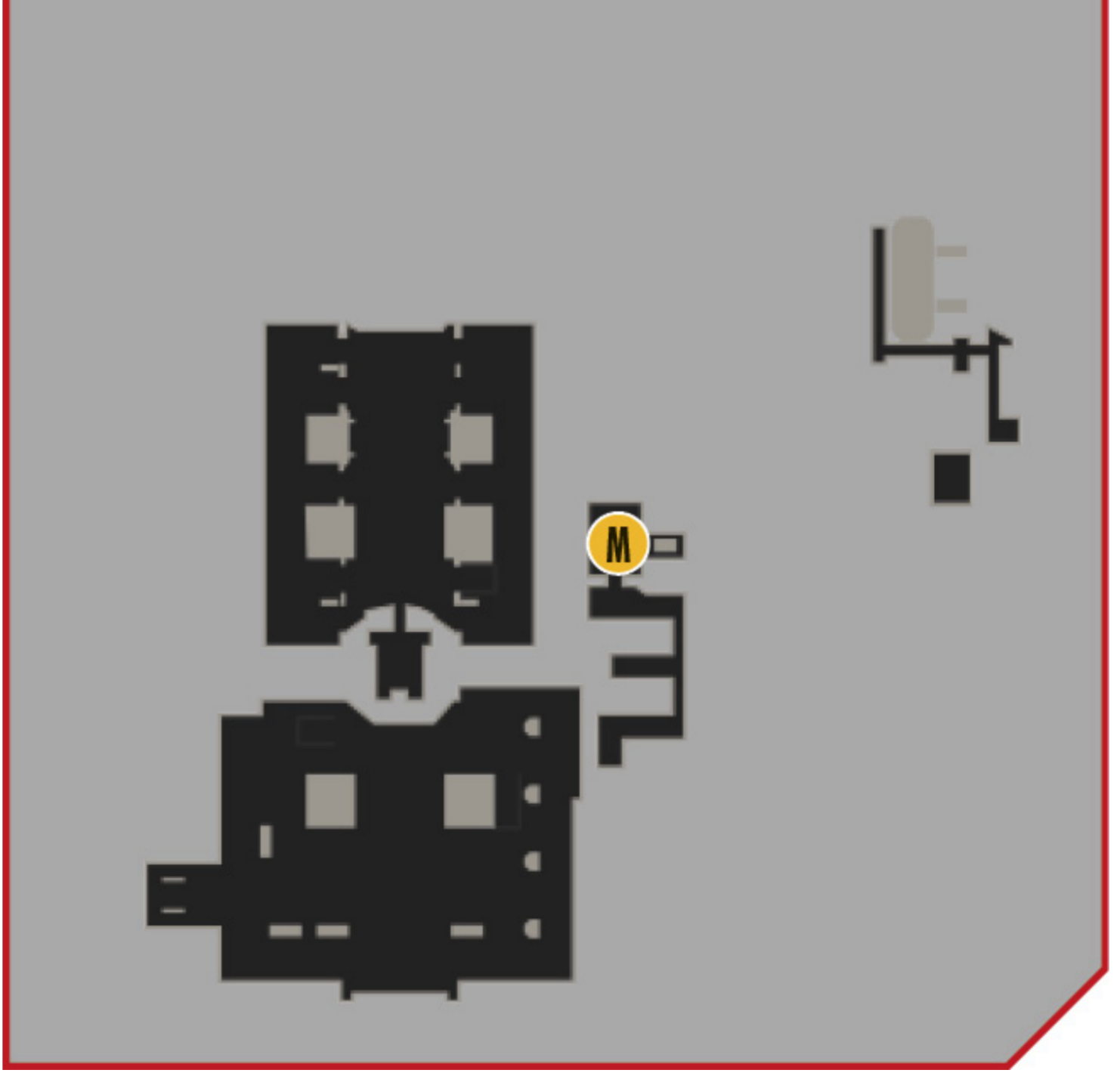
SECTION F REVISITED



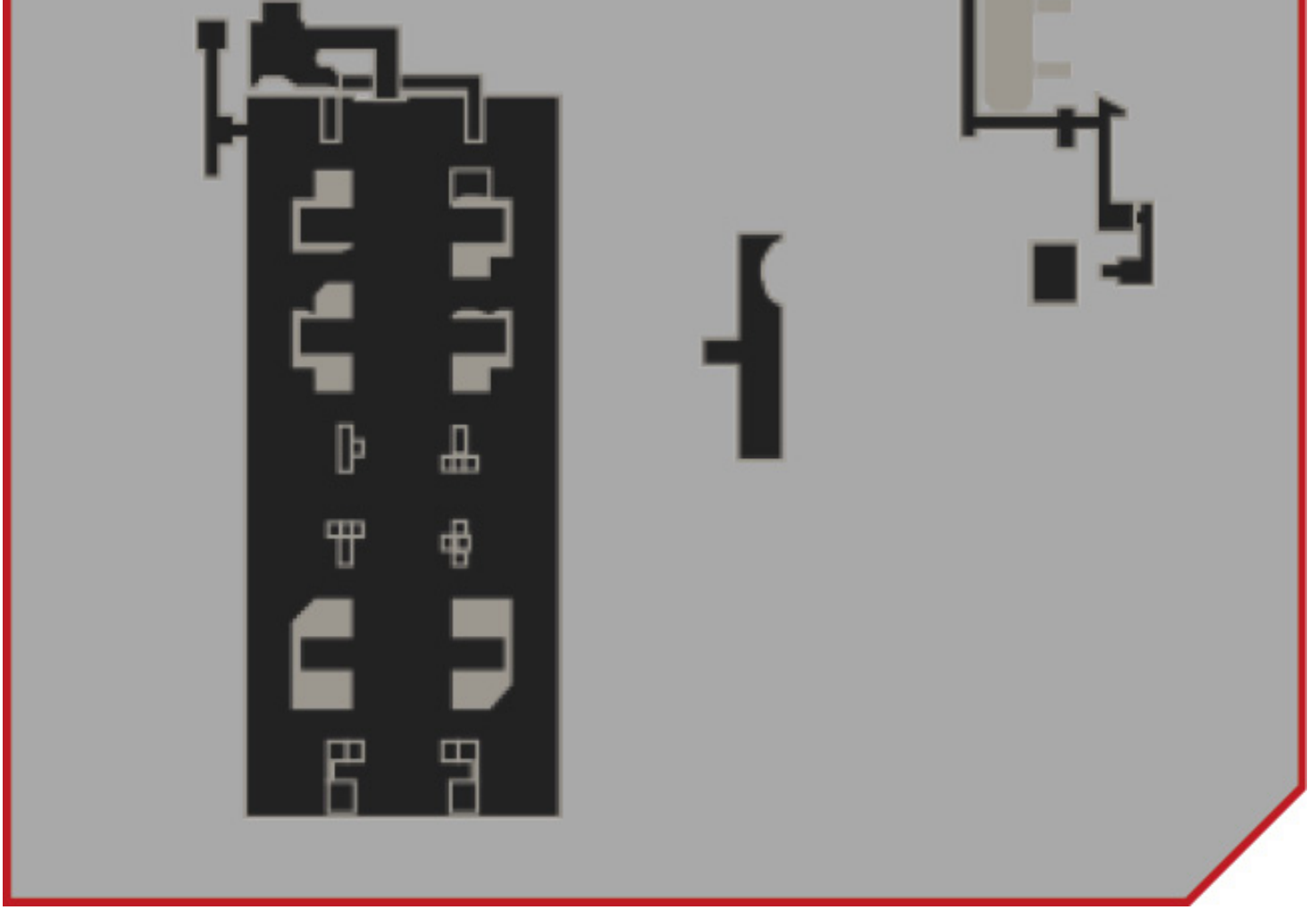
➤ *Level 5*



➤ *Level 4*



➤ *Level 3*



➤ *Level 2*

➤*Level 1*

OBJECTIVE: FIND A NUCLEAR WARHEAD

You start out in the laundry room, just like last time. If you haven't already upgraded your Dieselkraftwerk/Laserkraftwerk for expanded ammo capacity, seriously consider doing it now. Also make sure your heavy weapon is full—there are stations in the laundry room for that purpose. Once you're ready, crawl through the duct and make your way up some pipes.

Continue through another duct and climb down the ladder to a walkway. Follow it to the end, where another ladder leads down into water. Looks like it's time to swim. Drop into the water and swim forward under a bulkhead until you can spot stairs leading out of the water.

Climb up the stairs and follow the catwalk around to a control switch. Use the switch to stop the propeller down in the water. Once it's completely stopped, jump into the water and swim through the opening to reach another passageway. Follow it to a ladder and climb up to Level 3.

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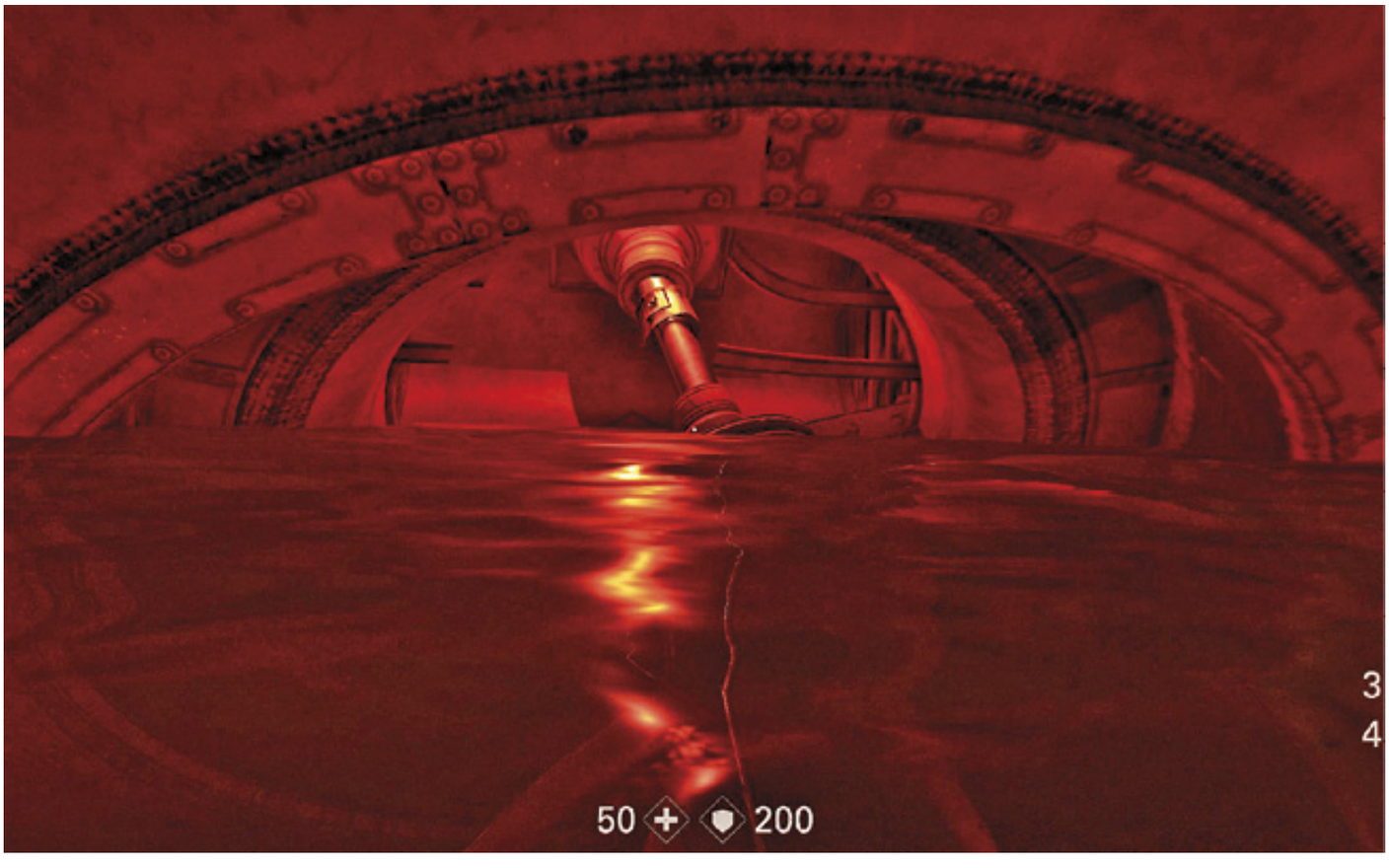
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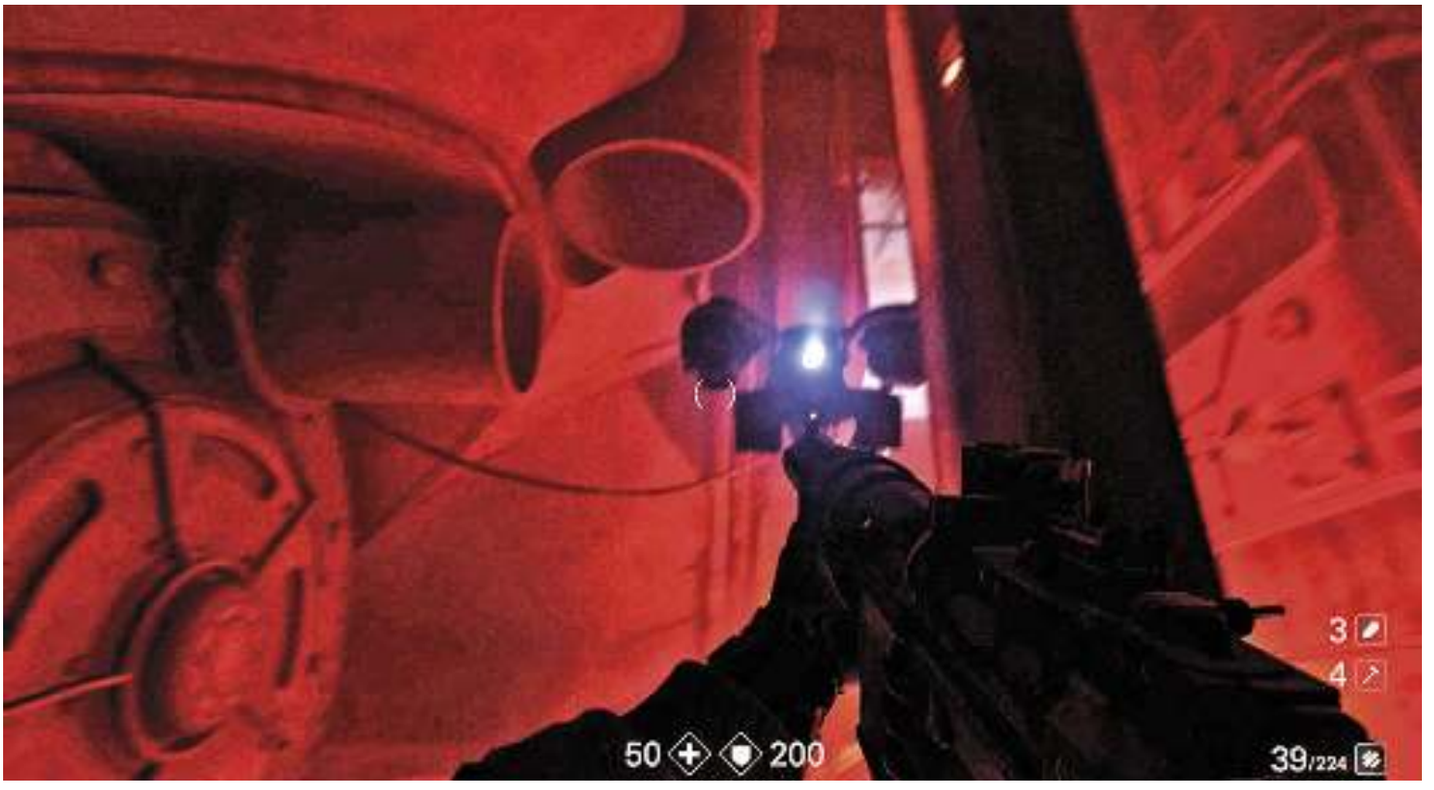
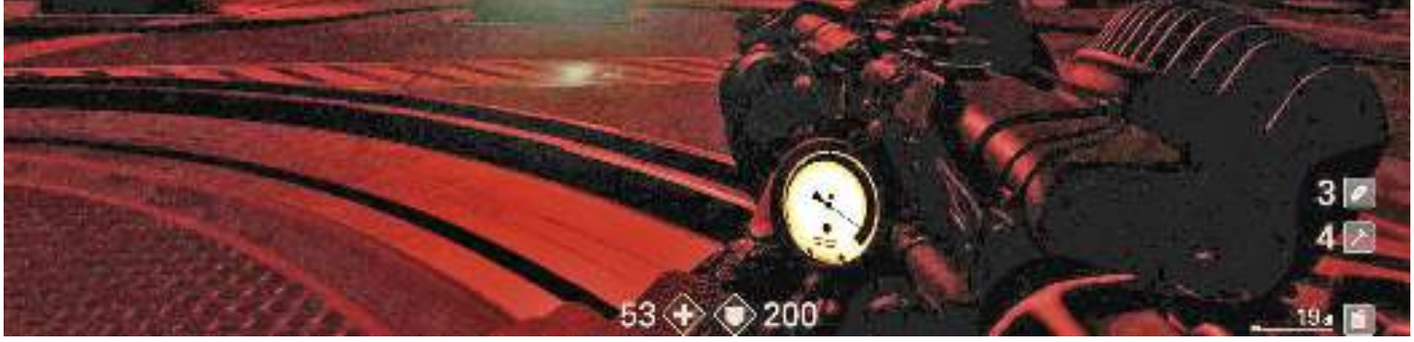


At the top of the ladder, look for a map. Grab it for a view of the entire Section F area.

Use caution as you advance into the next room—there's a Drone inside. Take it down quickly with your heavy weapon, before it causes too much damage. Once it's eliminated, continue to a ladder and climb up into a small room. Refill your heavy weapon from the stations here—you'll soon need it.

Resume your trek along a series of catwalks and then up some stairs to Level 5. Use your heavy weapon to blow open the hatch at the top, then crouch and move through the duct. At the end of the duct, drop through the opening to Level 3.



Several hibernation chambers occupy this area. It looks like there's an automatic defense system in place to protect the nuclear weapons. Make sure your heavy weapon is equipped, then use the switch on the control panel in the middle of the room. As soon as you do, the hibernation chamber in front of you opens, and a SuperSoldat steps out. Hit him fast with your heavy weapon before he can get off a shot.

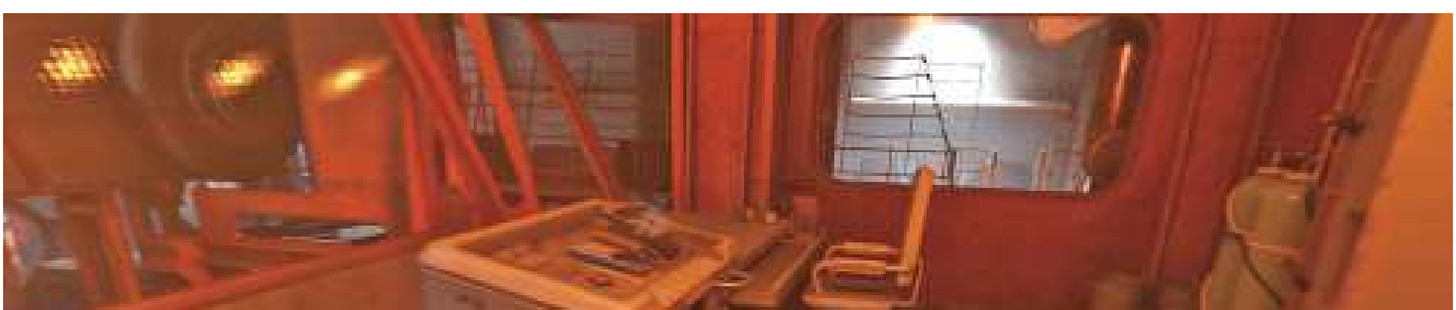
Watch the hibernation chambers on the room's sides. Another SuperSoldat emerges. Quickly destroy him as well. Another emerges from the other side. Once you defeat a total of three SuperSoldaten, you can take a break. Use this time to get more ammo for your heavy weapon from the stations in the area. Consider picking up a Lasergewehr from a dead SuperSoldat, which you can recharge at the corresponding station.

You need to get down to a lower level. At the room's sides, hibernation chambers are continuously lowered. Crouch down, get on top of one, and ride it down to Level 2.

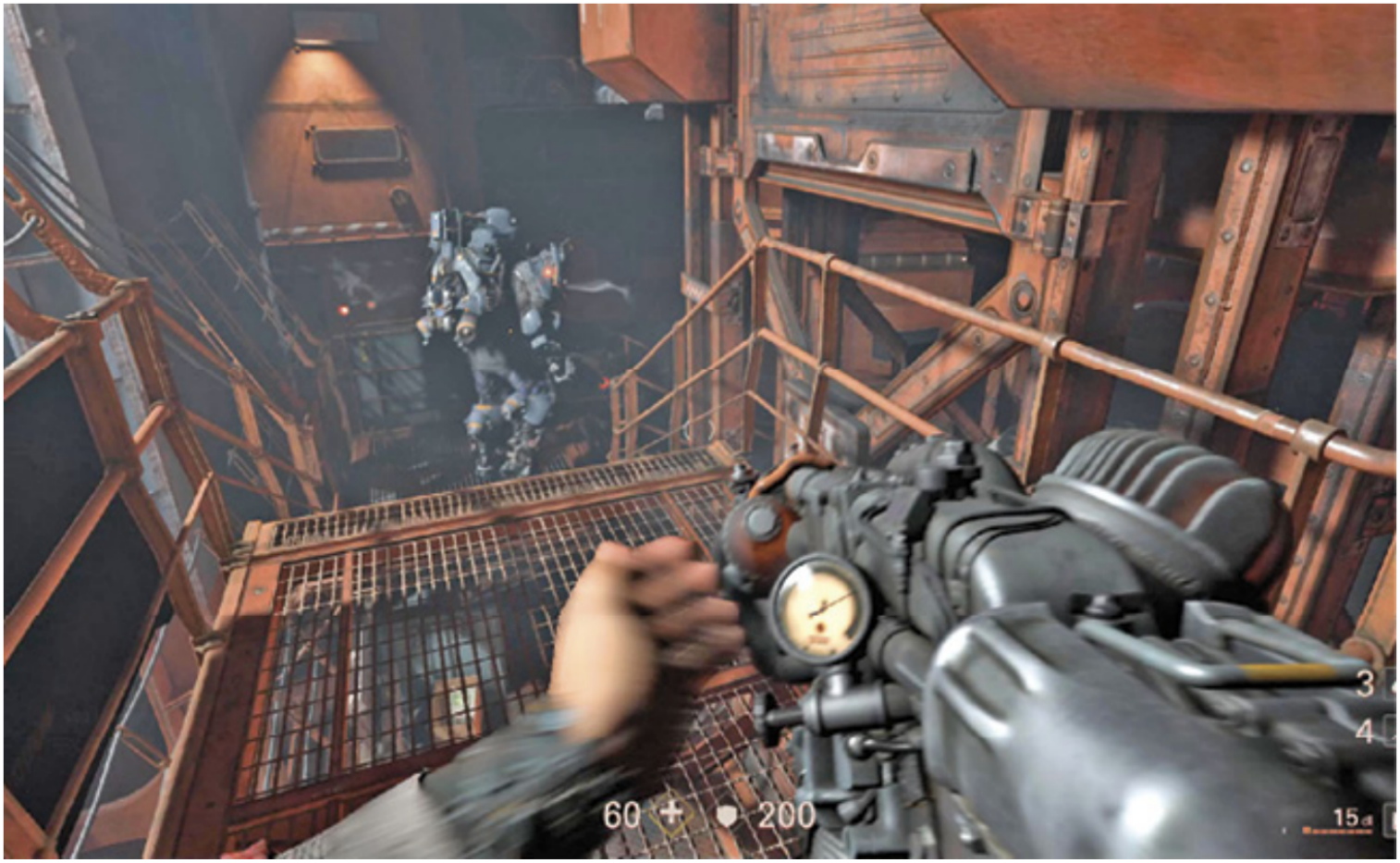
As you traverse this area, two SuperSoldaten activate. Take cover and use the Lasergewehr or your heavy weapon to take them out one at a time.

Your next goal is another control room. Move into the flooded part of the room and crouch to get into a crawl space that leads to your destination. Pull the switch on the control panel to open a door in the main room, then backtrack through the crawl space and enter the now-open door.

Follow the short passage to a ladder and climb it up to a catwalk overlooking another part of Level 3. At the catwalk's end, drop to the main floor. A SuperSoldat and several Drones activate. Destroy them all with your heavy weapon. Move along the catwalks if you need cover. There are also stations here for refilling your heavy weapon.



Once the area is clear of threats, head up the catwalk on the other side, which leads to the control room. Pull the switch in here to open a door down at the other end of the area.



Exit the control room. Opening the door also activated two more SuperSoldaten. By now, you should be proficient at defeating these enemies.

Finally, enter through the doorway into a room filled with nuclear warheads. Grab the warhead in the middle to complete your objective and leave this level.

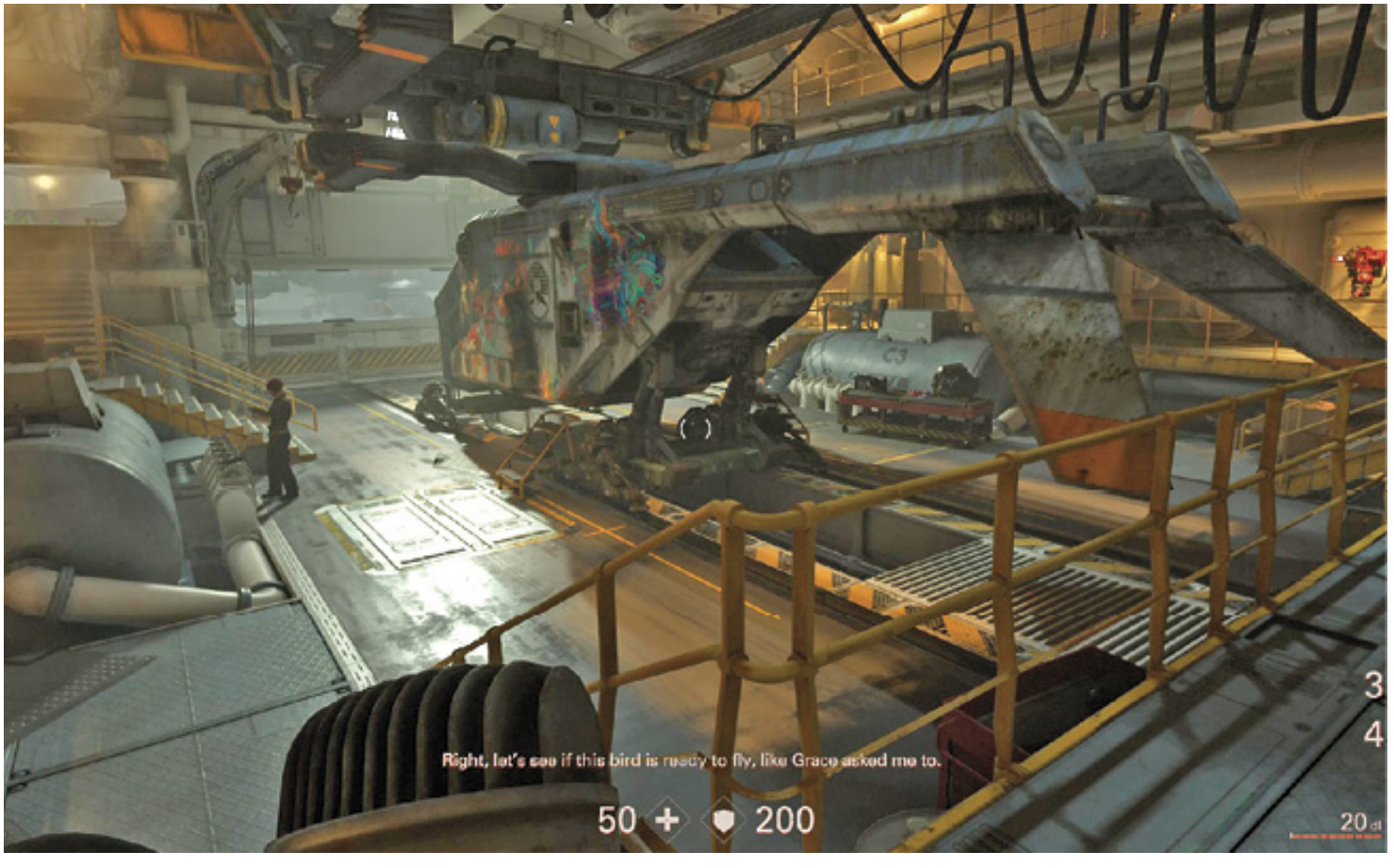
SETTLING IN

You end up back in Set's work area. He tells you to go talk to Grace. Get to the helm to see what you need to do next. Super Spesh is headed to Roswell, New Mexico to prepare for your next mission. Your next step: prepare the helicopter that will take him to the coast.

OBJECTIVE: REFUEL THE CHOPPER/RECHARGE THE CHOPPER'S BATTERY

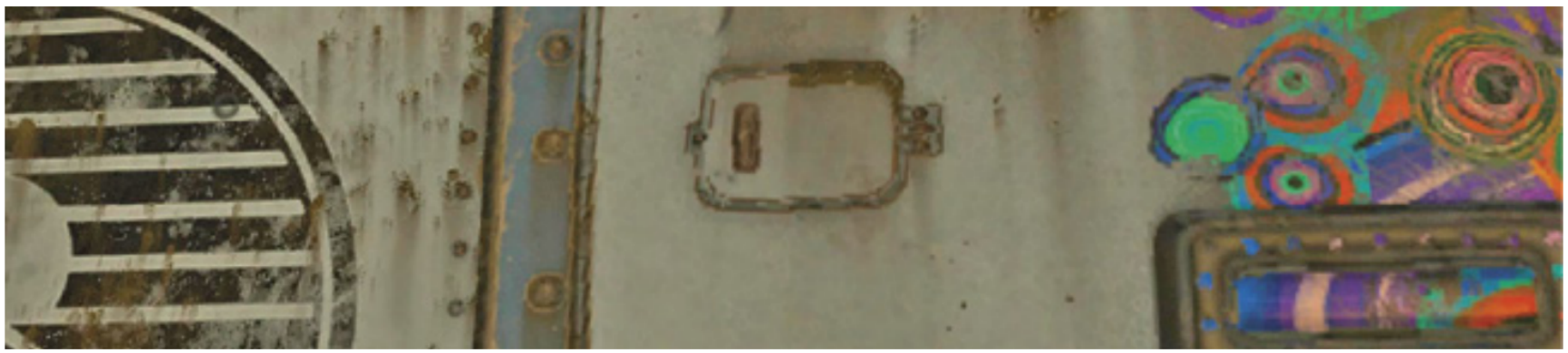
Exit the helm and go right, up two flights of stairs, then follow the passageway around to the hangar.

The chopper is in the hangar waiting for you. Your method of readying the craft depends on which path you chose at the game's beginning and, by extent, which heavy weapon you're now working with:



- **Dieselkraftwerk:** Refuel the chopper. The fuel tank is on the chopper's right side. To refuel, simply walk up to the tank. Refueling requires that you use all the fuel in your Dieselkraftwerk.

- **Laserkraftwerk:** Recharge the chopper's battery. The battery is on the chopper's left side. To recharge, simply walk up to the battery. Recharging requires that you use all the power in your Laserkraftwerk.



Walkthrough
Monster

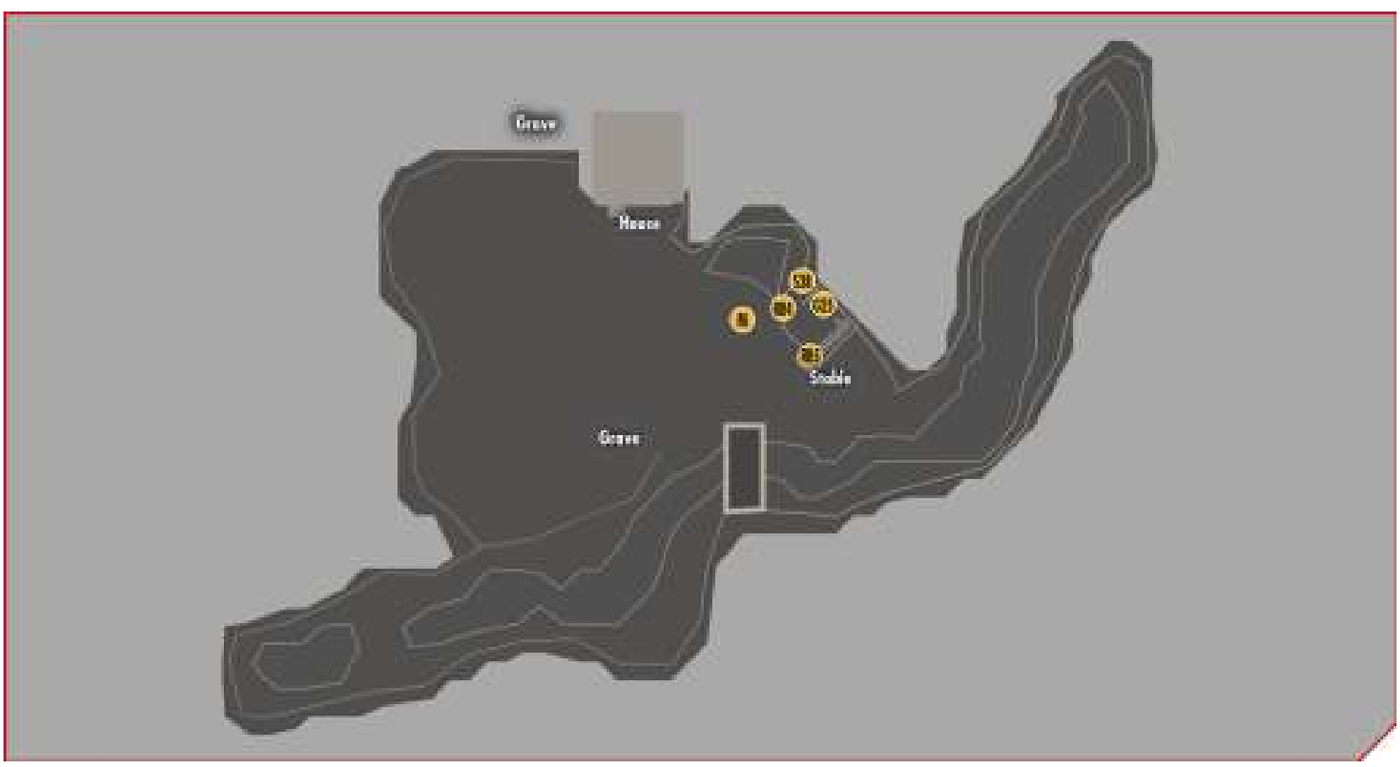
THE RANCH

Mesquite, Texas
July 4, 1961
On the way back to the coast and *Evas Hammer*, you make a detour to your childhood home, the ranch in Mesquite, Texas. There's something you need to pick up.

➤ MAP LEGEND KEY FOR COLLECTIBLES

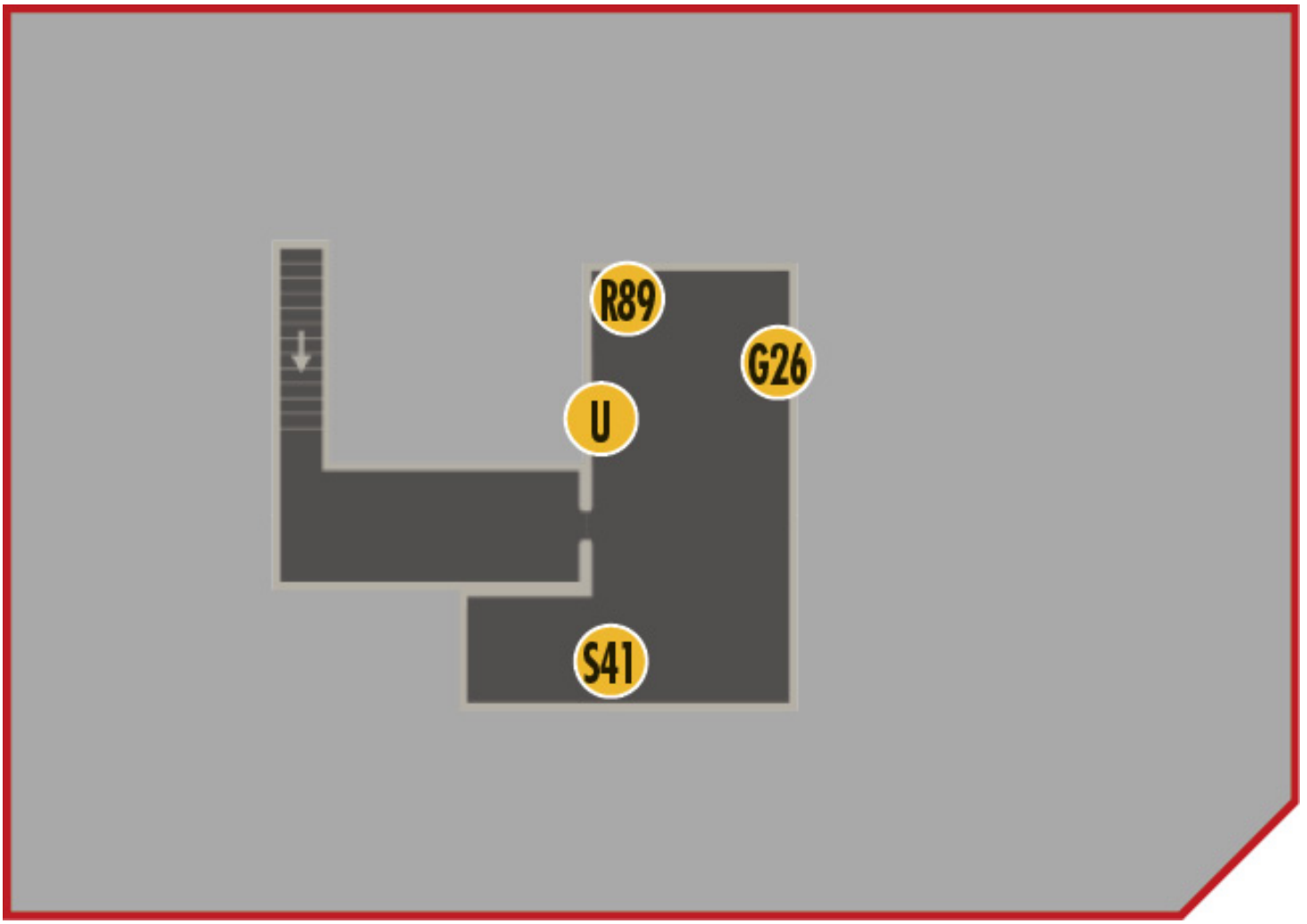
C	Concepts
G	Gold
M	Map

R	Readable
S	Star Card
T	Max's Toy
U	Upgrade Kit
V	Vinyl Record

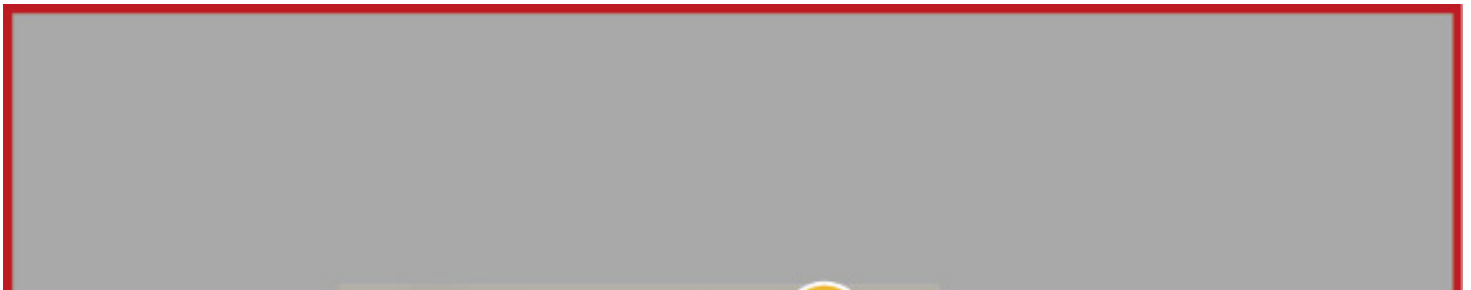


➤ *Ranch Exterior*

➤ *Ground Floor of House*



➤ *Basement of House*



➤ *1st Floor of House*

OBJECTIVE: INVESTIGATE THE RANCH

You have mixed feelings about being home. After crossing the bridge, move to the left to find the grave where your dog is buried. This continues the backstory of B.J. Blazkowicz.

Next, search the stable. Open the door and look for Collectibles as you uncover more backstory.

An old, abandoned truck is located near the stable. Search this to find a map of the ranch.

After you've had a look around the ranch, enter the house. Once you're inside, you can't get back out, so be sure to wrap up all your outdoor searching first.

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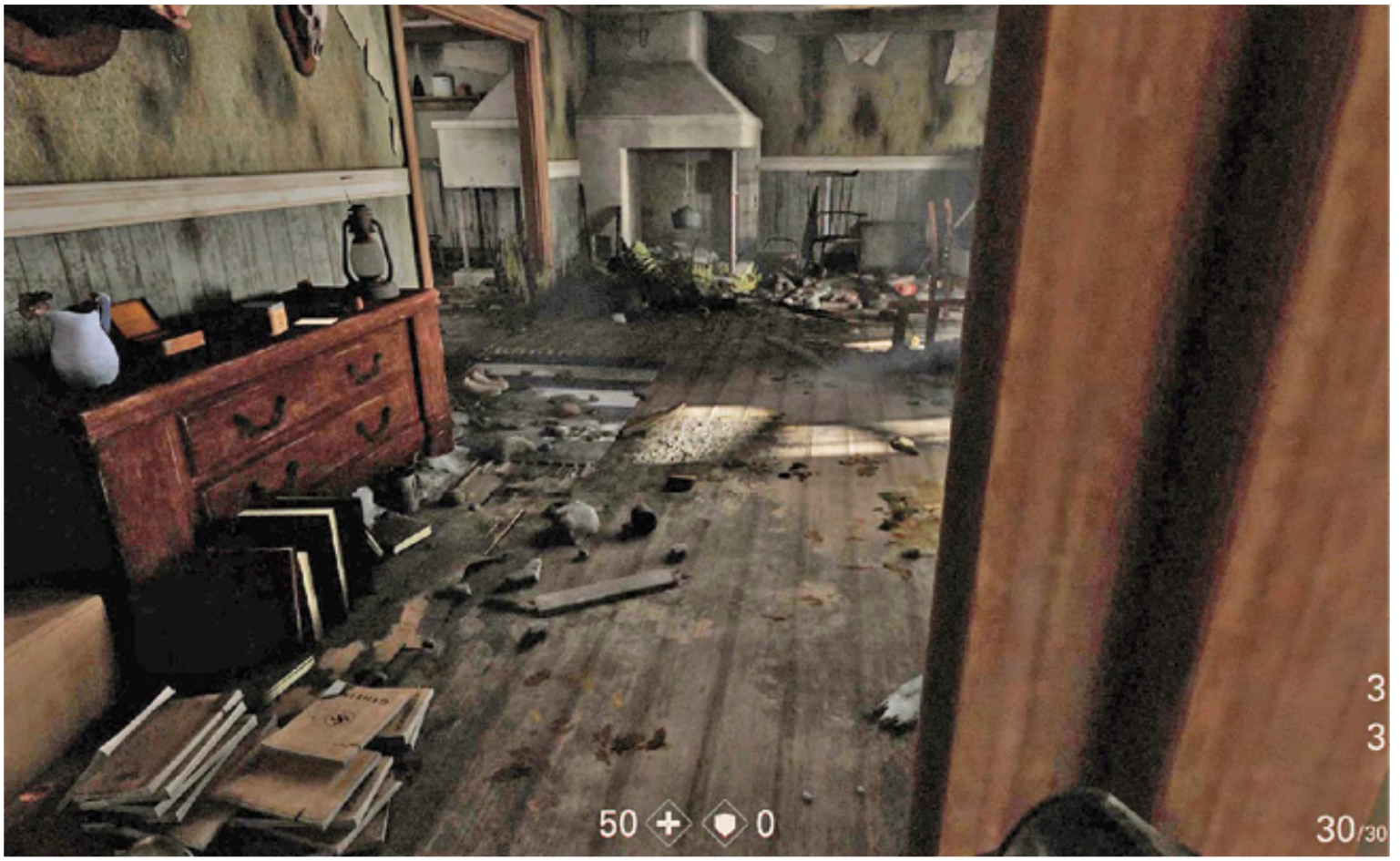
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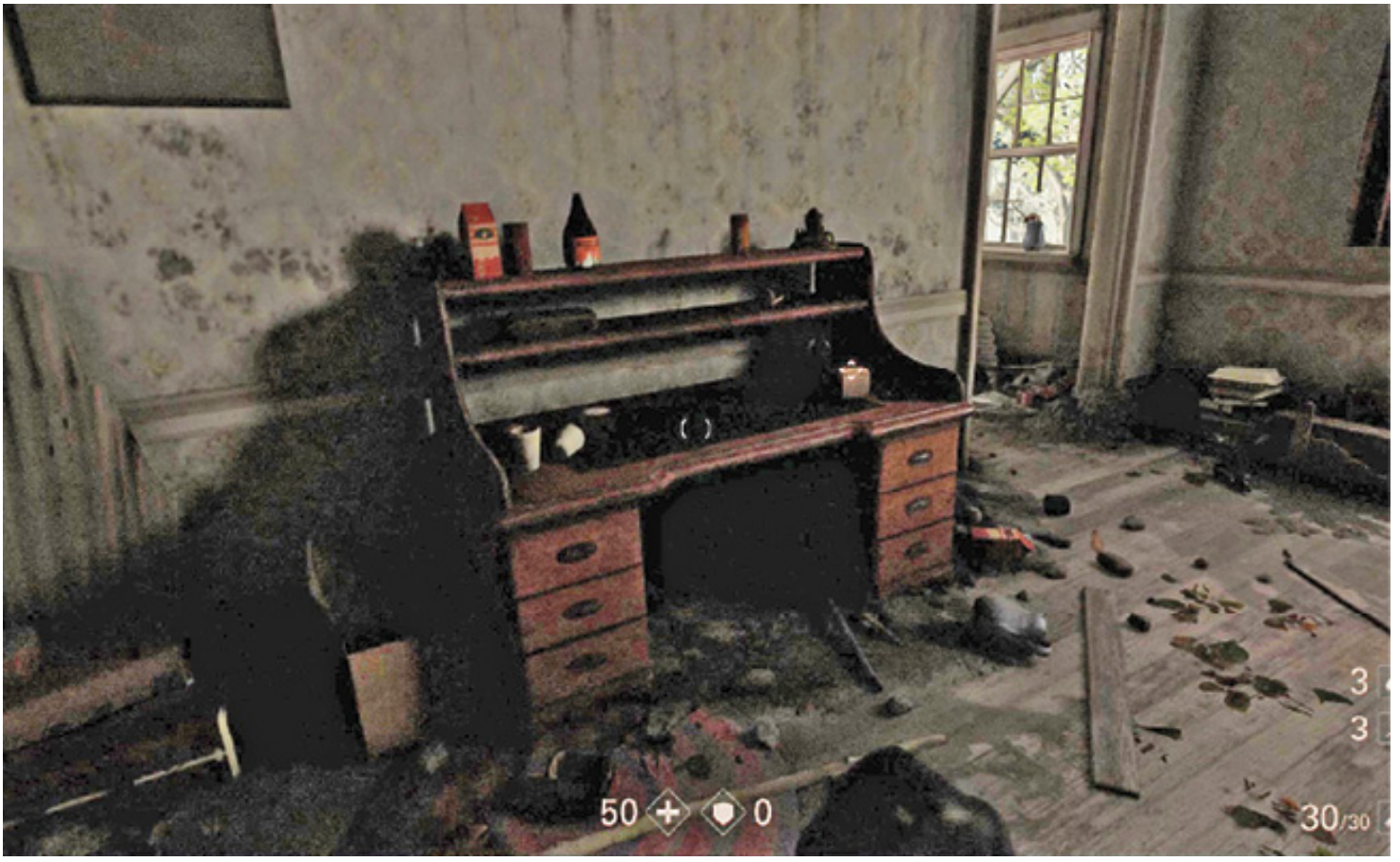
Look around the ground floor of the house. There are Collectibles in the front room as well as in the kitchen.

Next, head downstairs to the basement for more Collectibles, plus a weapon upgrade.



Finally, go upstairs to the first floor. Search the two rooms along the hallway for more Collectibles. Also pick up the box of BBs in the boy's bedroom for more backstory. Once you're through searching, open the door to the bedroom to continue the mission.

You enter your parents' old bedroom and retrieve the ring your mother saved for you. You're not alone. Your father is there waiting for you. He's holding you for the Nazis, which means you need to get out of there fast. When you regain control, use a melee attack on your father to disarm and then defeat him.

CAPTURED

OBJECTIVE: DISCONNECT THE CLAWS

The *Ausmerzer* has arrived. Your father called in and reported your location to the Nazis. Now it's latched on to the house and is carrying it away. You must hack at the three claws holding the house with your hatchet. The first is directly in front of you. Move forward and attack it to break it away from the house.

With only two claws holding on, the house rotates sideways, forcing you to walk along the walls to get around. To add to your dilemma, you've also got Drones attacking you. The Schockhammer works great for taking them out. Grab ammo for your heavy weapon in this area; you'll need it later.

Climb a ladder, then along the side of a staircase. Jump over a short wall, then drop to the lower level. Several Drones fly in to attack. Shoot them all down.

Once all's clear, use your hatchet to disconnect the second claw. One more to go.

You find yourself on the upper level of the remains of the house. Numerous enemies drop in to attack you. Go after the SuperSoldat first and pick up the Hammergewehr he drops. Use it to attack the ÜberSoldaten.

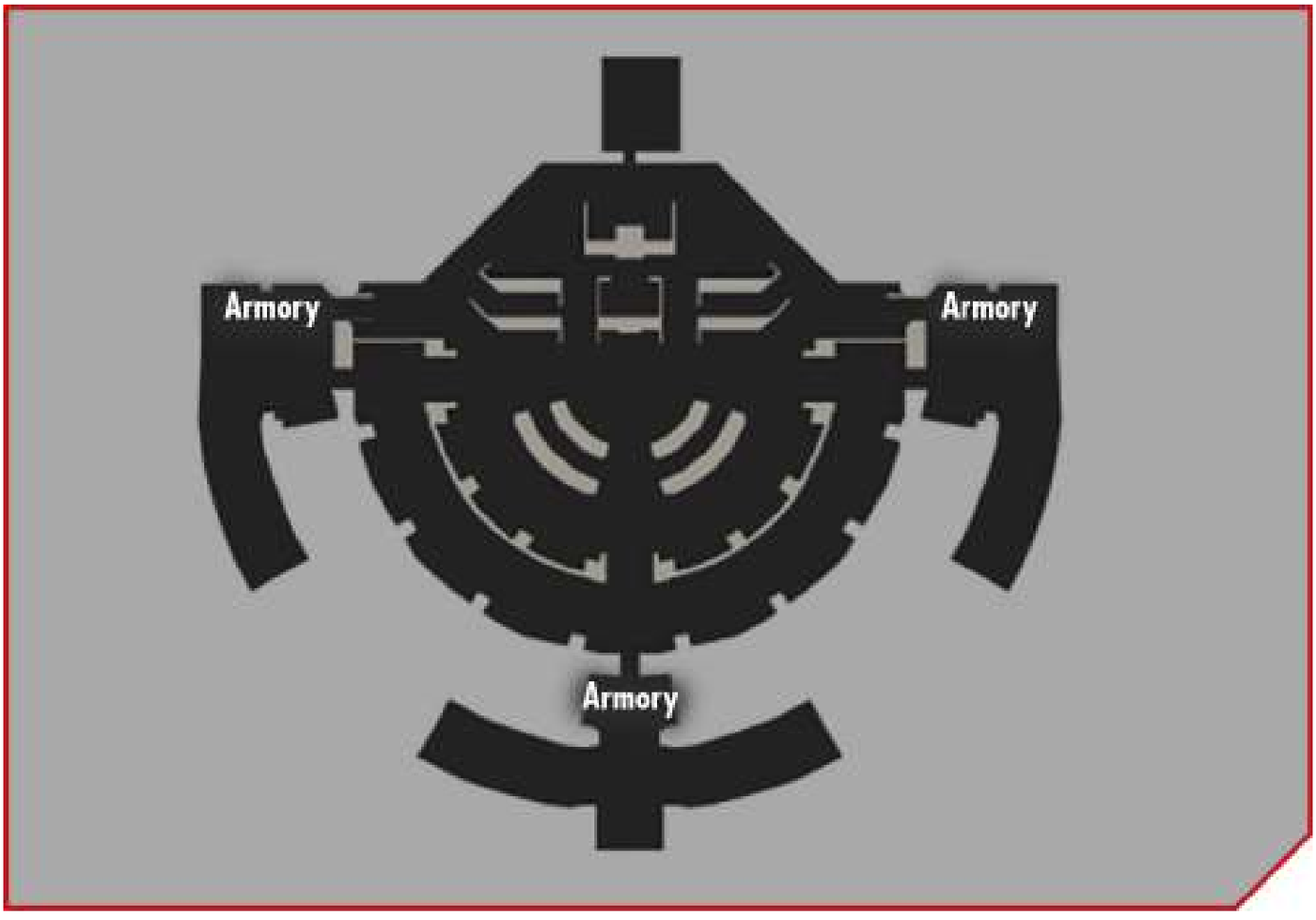
You don't have to defeat every enemy; ÜberSoldaten continue dropping in for quite some time. Once you clear out the main threats, drop to the floor below and use the hatchet to disconnect the last claw, allowing the house to fall free from the *Ausmerzer*.

AVOID FIGHTING

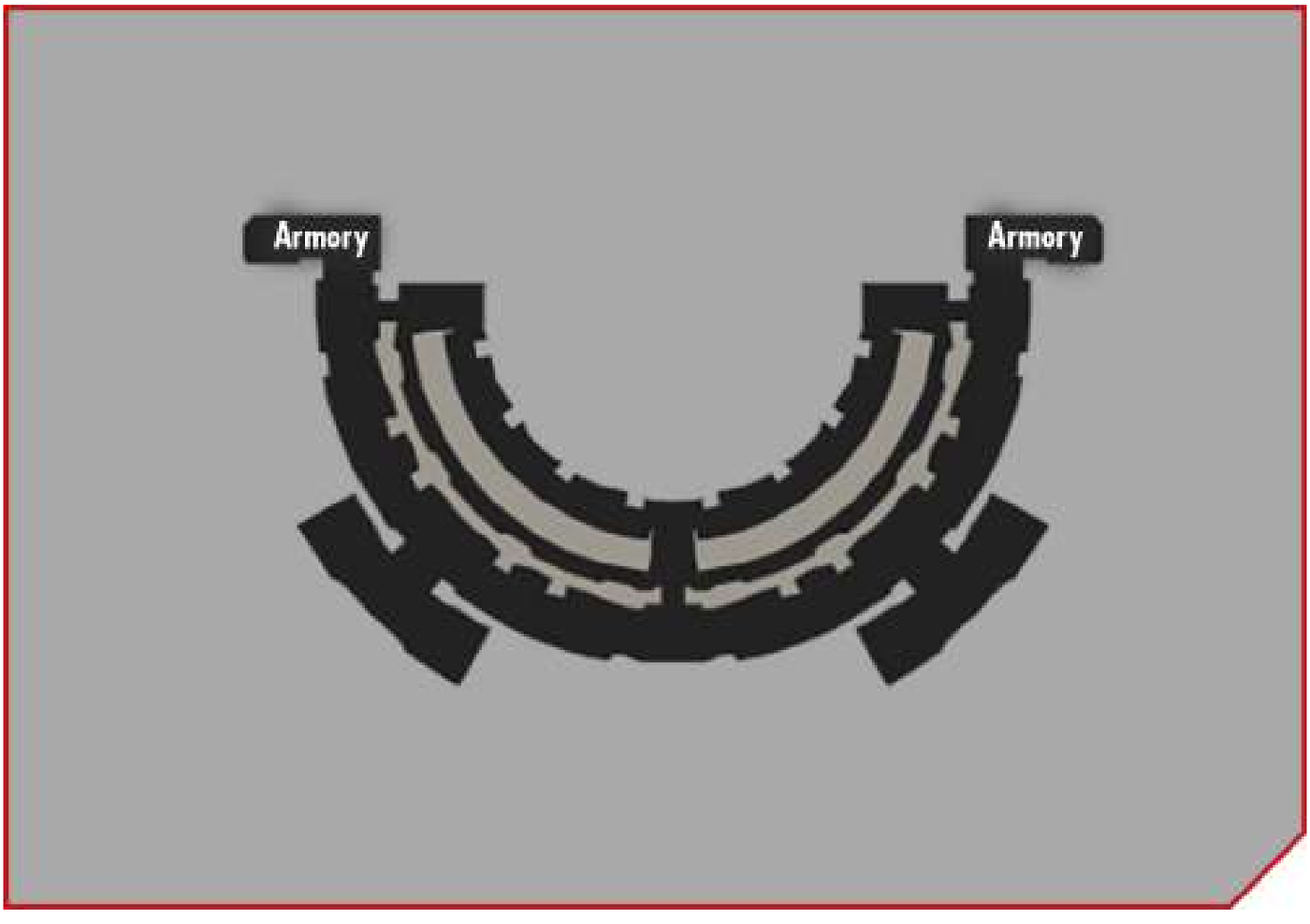
For the last claw, there's no need to do a lot of fighting. Turn to the right at the start of this part, and advance toward the staircase, which provides some cover. Wait for the SuperSoldat to jump up and come after you. As soon as he reaches the top level, rush downstairs to the interior. Continue to the claw and hack away at it. You may need to use your hatchet on ÜberSoldaten along the way, but for the most part they attempt to shoot you from a distance.

THE COURTHOUSE

Though you broke away from the *Ausmerzer*, you crashed to the ground and were trapped in the rubble of the house. The Nazis captured you while you were unconscious. They're going to put you on trial for your "terrorist" acts.



➤ *Courthouse Ground Floor*



➤ *Courthouse 1st Floor*

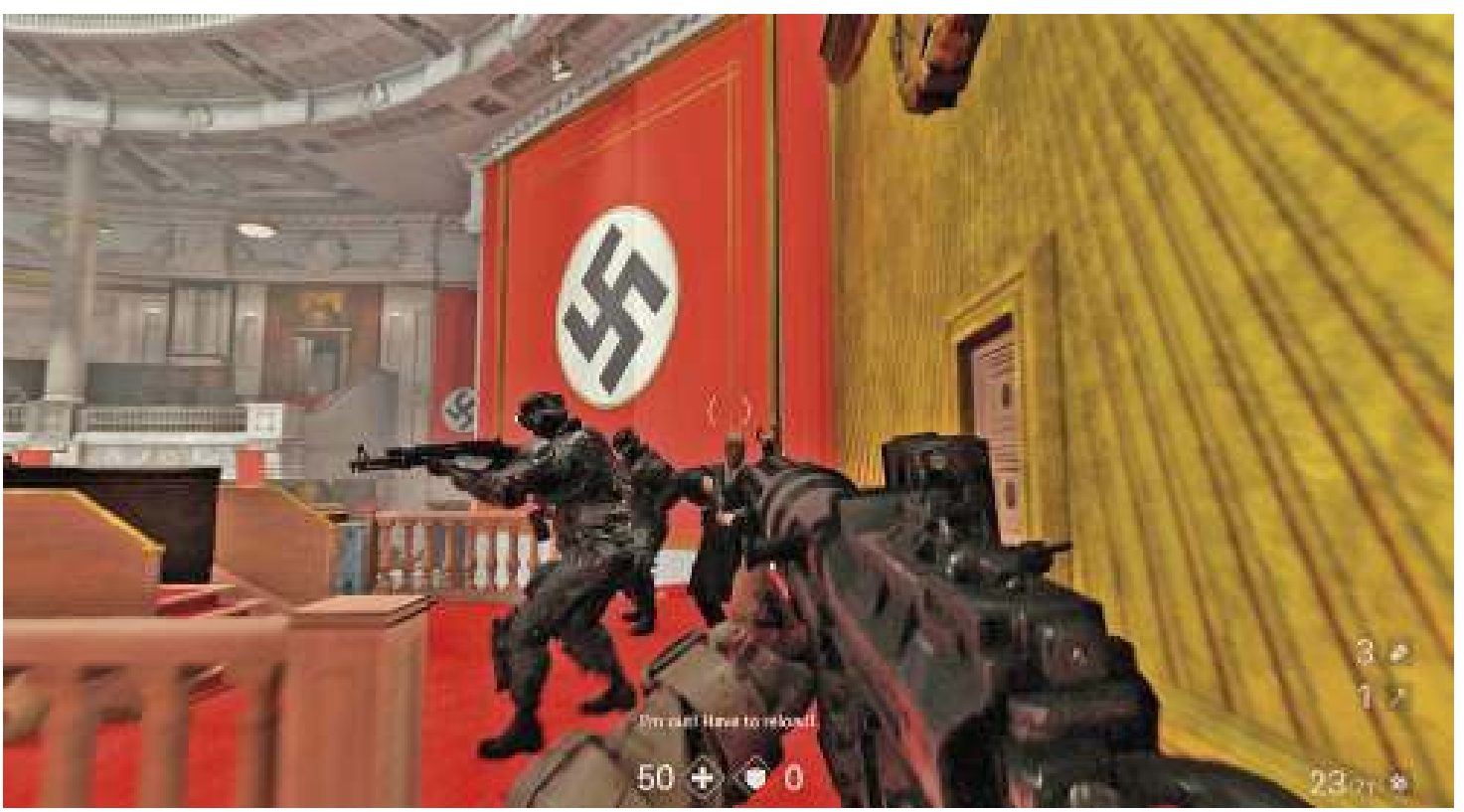
Members of the Resistance have infiltrated the Nazi base where you're being held. Super Spesh, disguised as your lawyer, is sent to help you escape. However, the Nazis anticipate this and put a stop to the rescue attempt.

You're eventually taken to a courthouse and put on trial. The verdict has been determined in advance, as has the penalty—death.

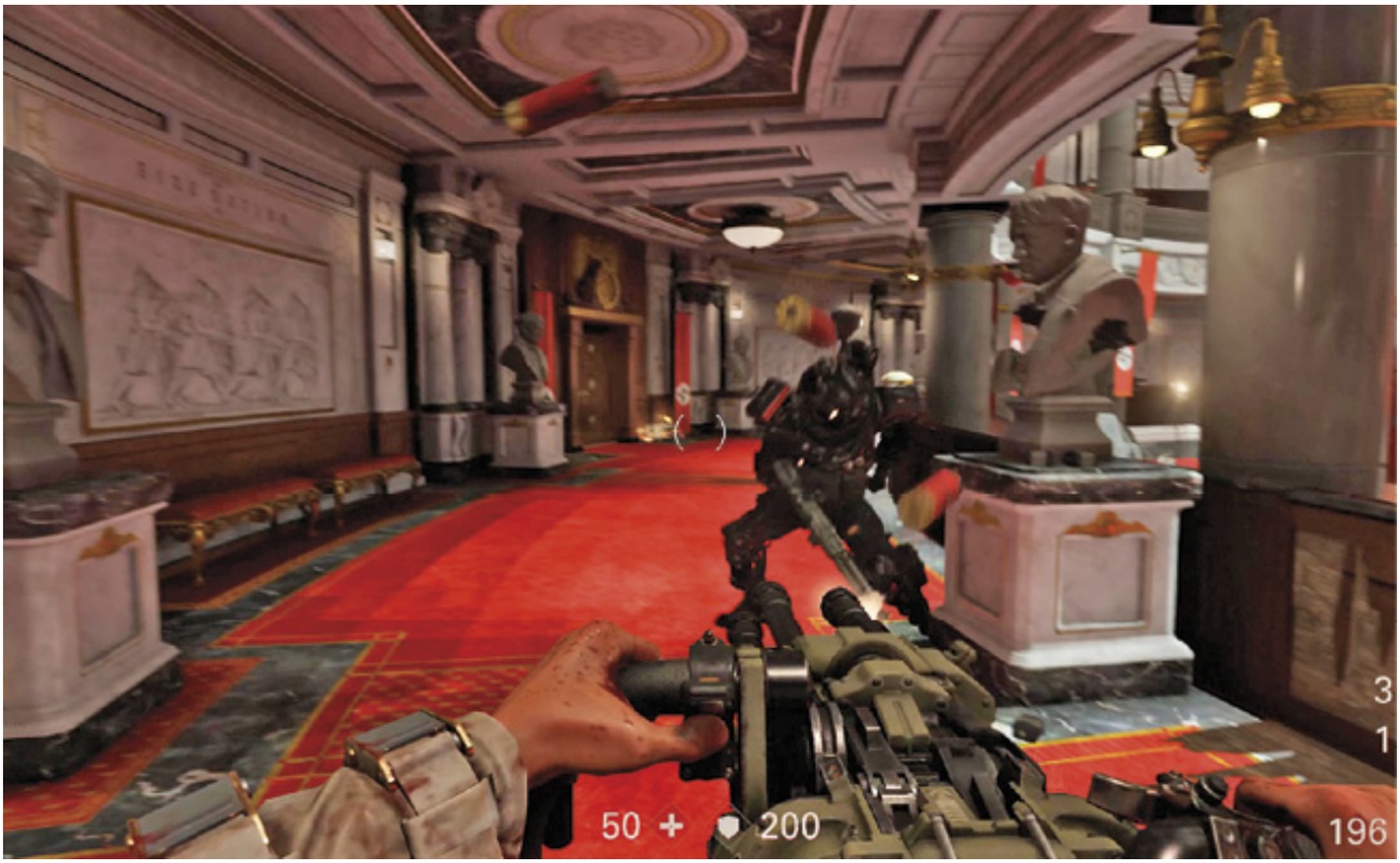
OBJECTIVE: FREE YOURSELF

While the Soldiers guarding you prepare to take you back to your cell, press the Melee button and break free from the straps binding your hands. Knock out the Soldiers and take a weapon from them.

OBJECTIVE: FIGHT



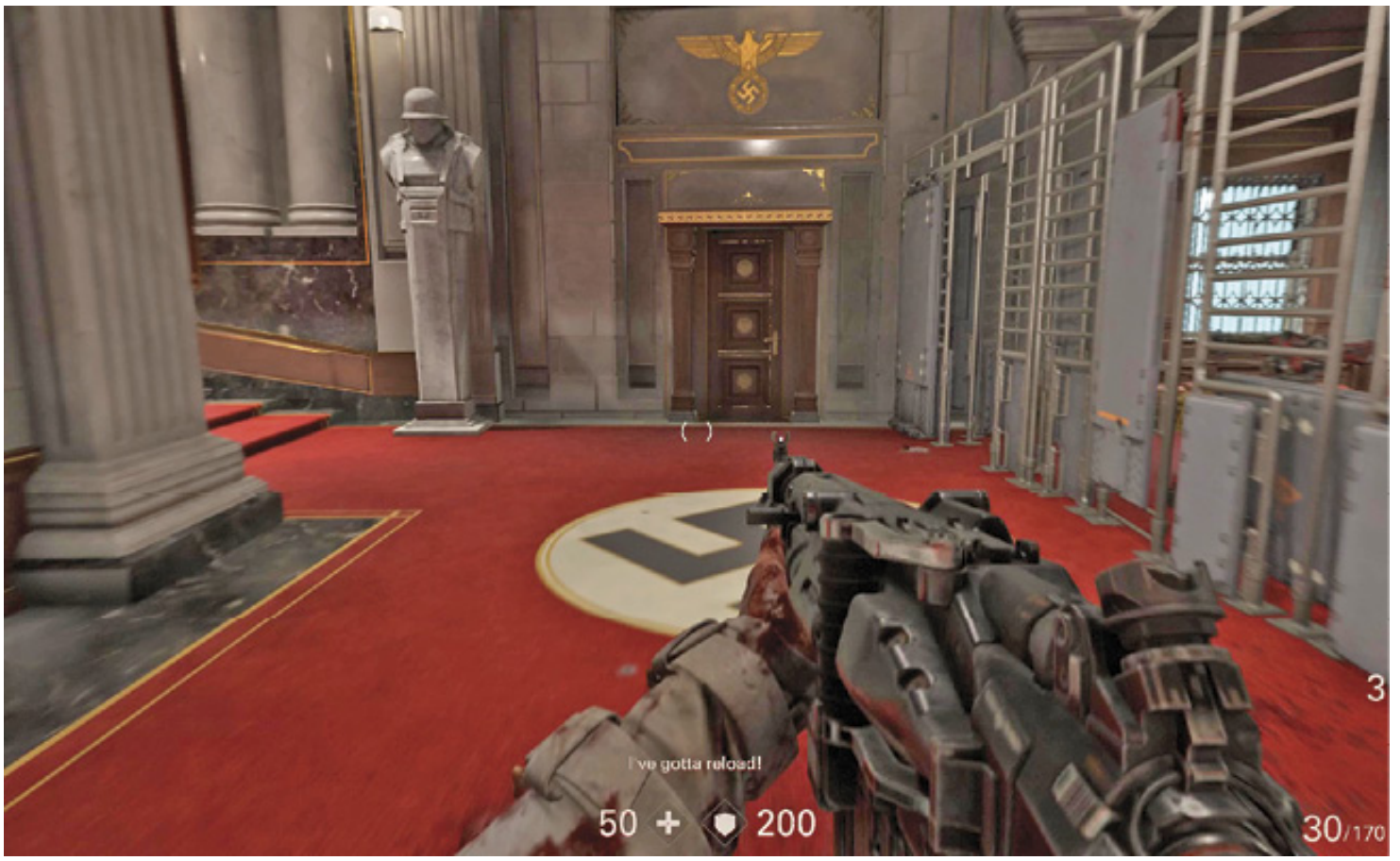
You're in a courtroom surrounded by enemies. Move forward onto the podium where the judge sits. Kill everyone who gets in your way, including the judge, who's also armed. Grab ammo and armor from the area. Take cover and begin fighting off your enemies.



You can't stay on the podium for long. Make your way along the edge of the room to the walkway behind the seats on the ground floor. There are a couple of Hammergewehr turrets there. Take control of one and kill the enemies in the middle of the courtroom. When they start coming at you from the side, dismount the heavy weapon and keep fighting.

Continue fighting off the Soldiers. Eventually SuperSoldaten drop into the courtroom. Use the Hammergewehr or your heavy weapon to take them out, then pick up a heavy weapon dropped by a SuperSoldat and continue the fight. Eventually the courtroom doors open and more enemies enter, including a Kampfhund.

Clear a way out of the courtroom and advance into the corridors on the other side of the doorway. There are armories behind metal cages on either end, as well as in the center. Head in, stock up on ammo, and grab a heavy weapon off a turret if you need one. By now, everything is coming at you, including ÜberSoldaten.



Walkthrough

Lost at Sea

HOME AGAIN

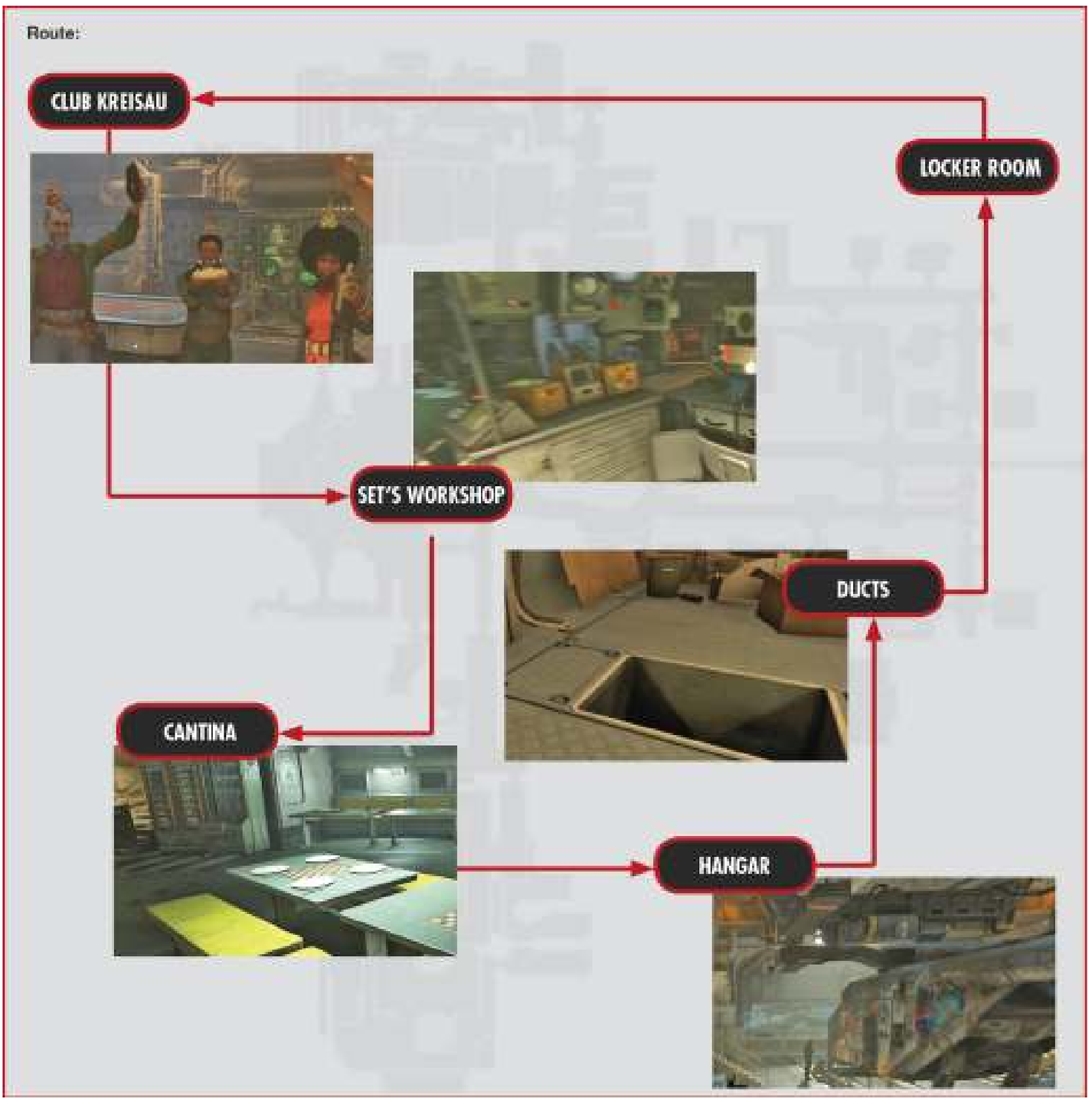
Evas Hammer

When you arrive back on the submarine after your trip to Venus, it's immediately clear that something seems wrong. Emergency lights are on and everyone has disappeared.

OBJECTIVE: INVESTIGATE WHAT'S GOING ON

Turns out it's nothing to worry about—just a surprise for you, which leads to a lot of drinking. However, when you regain your senses, you find yourself with one of two problems, depending on who you saved at the beginning of the game.

FERGUS MISSION



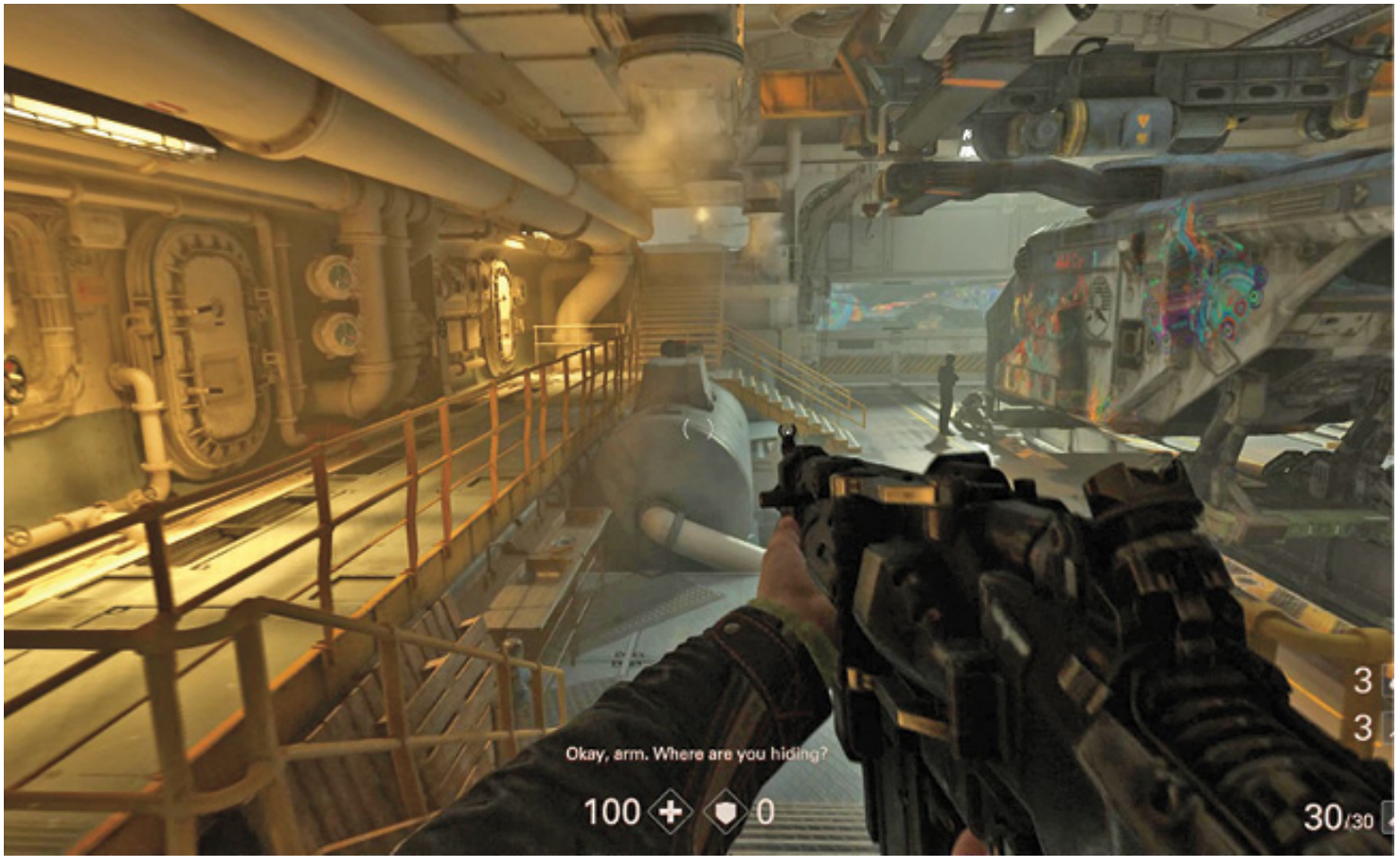
If you saved Fergus, you start off in Club Kreisau. Fergus is there, but his robotic arm is missing. No one—Fergus included—seems to remember what happened to the arm.

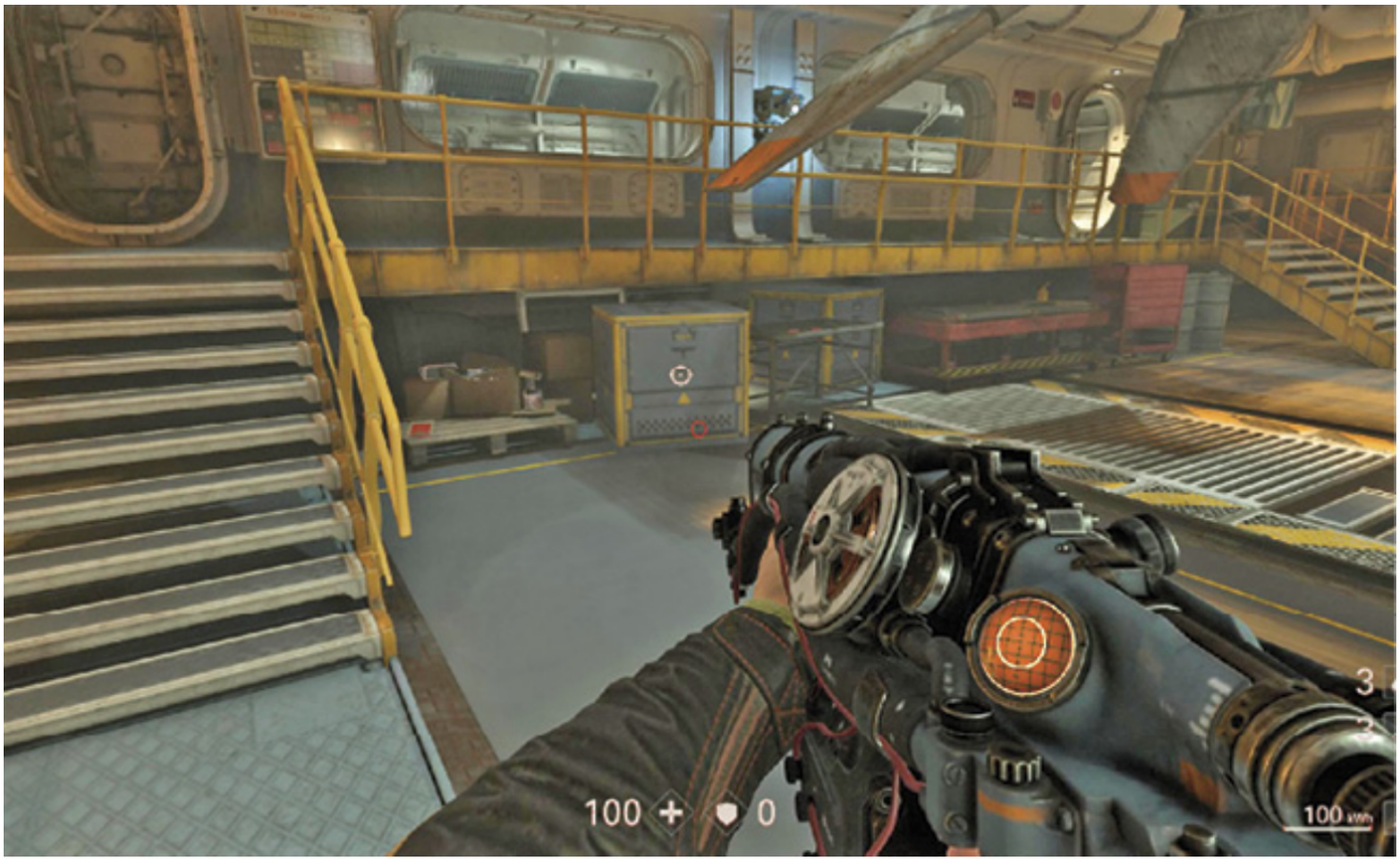
Begin by talking to several people on the submarine. Continue to Set's workshop and ask Set what he remembers. He claims he last saw Fergus, with his arm still attached, talking to Paris Jack.

OBJECTIVE: TALK TO PARIS JACK

Your next goal: track down Paris Jack. As you talk to more people, you discover he's probably in the cantina. Head there next and talk to him. Paris Jack relates the story of what happened the previous evening and why Fergus was upset about the arm. He also gives you an idea of where to look next—the hangar.

OBJECTIVE: GO TO THE HANGAR





Make your way through the boat all the way to the hangar. Move down by the helicopter and look for a metal container displaying a small target. Use your Laserkraftwerk to blow through two sides of the container so you can crawl through it.

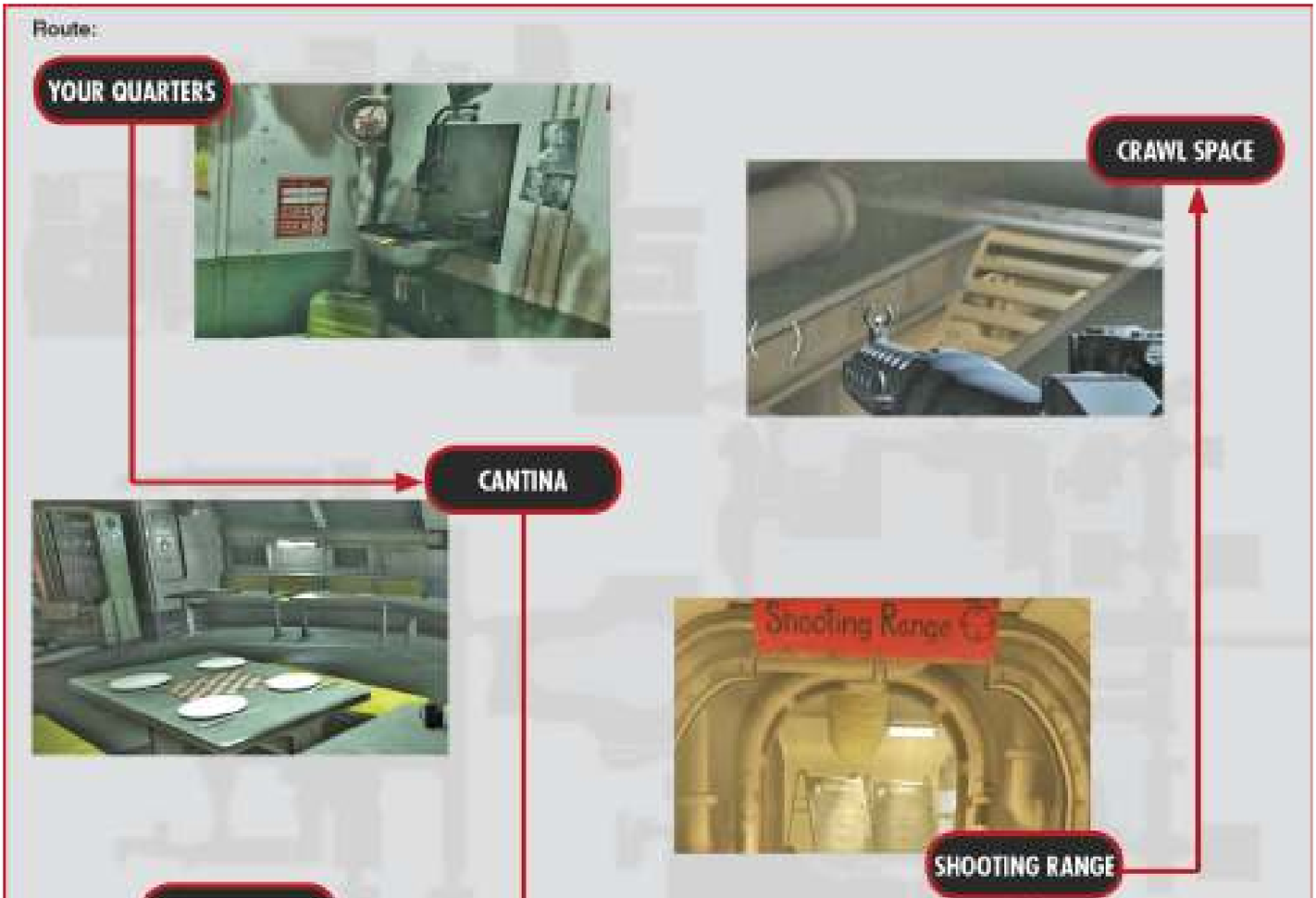
OBJECTIVE: FIND FERGUS' ARM

Crawl through the ducts until you find Fergus' arm. Pick it up. At this point, you can drop into the duct ahead of you and follow it all the way to the locker room on the lower level.

OBJECTIVE: REATTACH FERGUS' ARM

From the locker room, return to Club Kreisau and reunite Fergus with his arm.

WYATT MISSION



If you're playing the Wyatt Campaign, your objective differs slightly, as does your route. You begin the mission in your quarters. Grace wakes you up and tells you Wyatt is missing. No one can find him anywhere on the U-boat.

Start searching around the U-boat and talking to people. Eventually someone tells you they last saw Wyatt talking to Paris Jack in the cantina.

When you arrive in the cantina, you don't see Paris Jack. Instead, speak to Horton, who's sitting at one of the tables. He tells you to check Club Kreisau—that's where he last saw Paris Jack.

From the cantina, head upstairs to Club Kreisau, where you find Paris Jack. Talk to him to learn that when he last saw Wyatt, the guy was headed toward the shooting range.

OBJECTIVE: GO TO THE SHOOTING RANGE

Make your way to the shooting range. You have to go through Set's workshop to get there.

OBJECTIVE: FIND WYATT

Enter the shooting range, head downstairs, and jump over the counter. Drop into a crawl space on the right side and follow it around until you get to an area featuring red lighting.

Keep moving until two fuel tanks block your path. Pull out your Dieselkraftwerk and shoot a charge at each tank. Then crawl back around the corner and detonate them to clear your path.

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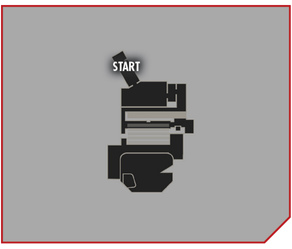
REVOLUTION

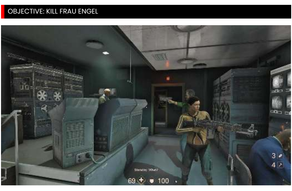
Television Studio
Now that the *Ausmerzer* has been captured, it's time to start the revolution. The first act—the death of Frau Engel.



► *Ground Floor*

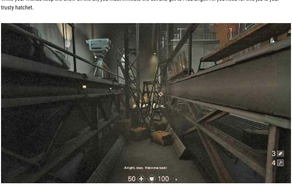
► *1st Floor*

OBJECTIVE: KILL FRAU ENGEL

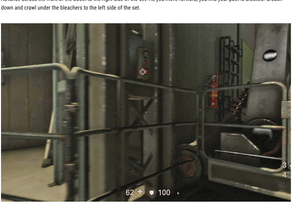


Your Resistance group has infiltrated the television studio where Engel is a guest on a talk show. The rest is up to you.

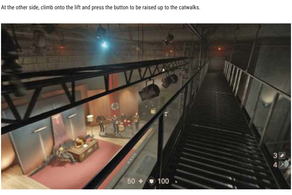
While your friends keep the show on the air, you must infiltrate the set and get to Frau Engel. All you need for this job is your trusty hatchet.



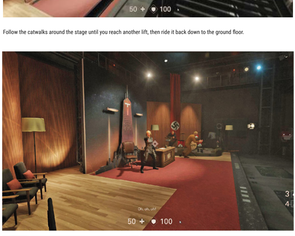
Advance across the front of the booth to the right side of the set. As you move forward, you find your path is blocked. Crouch down and crawl under the bleachers to the left side of the set.

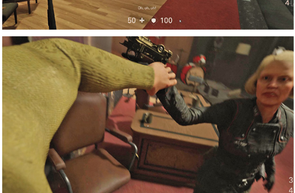


At the other side, climb onto the lift and press the button to be raised up to the catwalks.



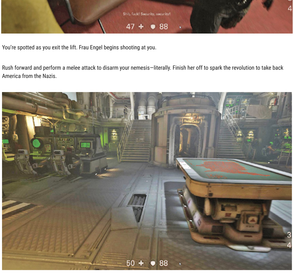
Follow the catwalks around the stage until you reach another lift, then ride it back down to the ground floor.



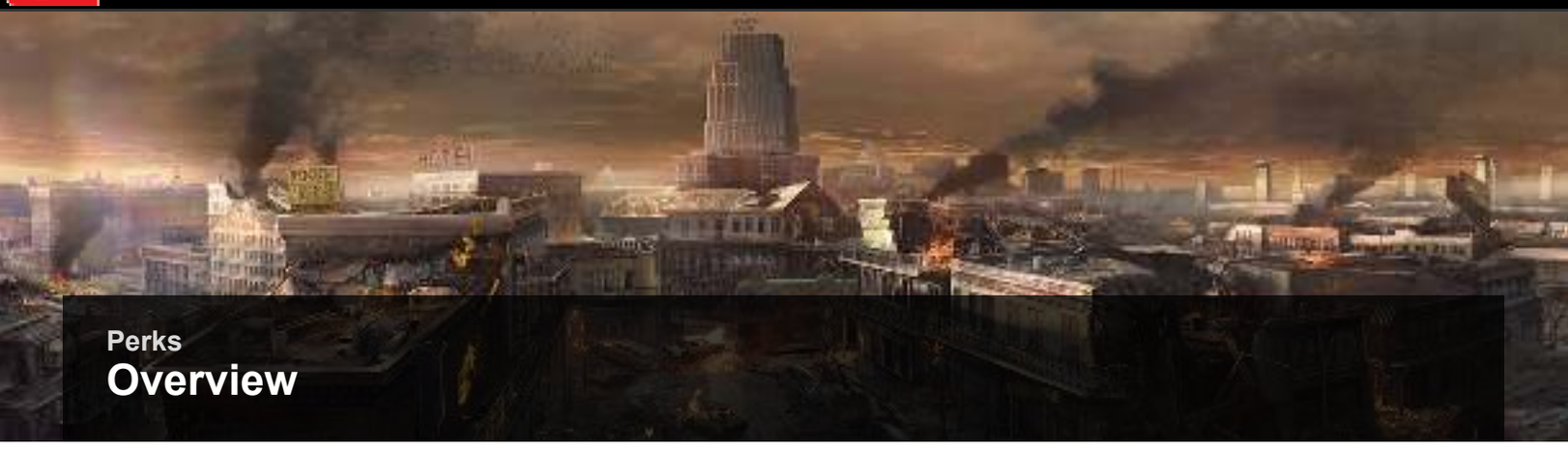


You're spotted as you exit the lift. Frau Engel begins shooting at you.

Rush forward and perform a melee attack to disarm your nemesis—literally. Finish her off to spark the revolution to take back America from the Nazis.



It's now time to take on the Überkommandants scattered across the nation.



Perks
Overview

It's nice to be rewarded for all your hard work. As you complete various series of actions, you unlock Perks—improved abilities that give you an edge over your enemies. There are 18 Perks in the game, plus an ability column for each contraption, divided into three categories. Each Perk includes five levels that increase the rewarded benefits. In this chapter, you'll find a breakdown of all Perks and contraption abilities, their requirements, and their rewards. Use this knowledge to adjust your strategies and tactics with the aim of earning the rewards that best benefit your playstyle and aid your progress through the Campaign.

STEALTH PERKS

All Stealth Perks focus on silent kills and avoiding alarms being raised during missions.

| | STEALTH TAKEDOWNS

Requirement: Silently kill enemies from behind using stealth takedowns.

Reward: Increased movement speed when crouched.

LEVEL	CRITERIA	REWARD
1	10 stealth takedowns	+10% movement speed when crouched
2	20 stealth takedowns	+20% movement speed when crouched
3	30 stealth takedowns	+30% movement speed when crouched
4	40 stealth takedowns	+40% movement speed when crouched
5	50 stealth takedowns	+50% movement speed when crouched

A stealth takedown is accomplished by sneaking up behind an enemy and killing him with your hatchet. For every 10 stealth takedowns you make, you increase your movement speed while crouched by 10%. Achieve 50 stealth takedowns to max out this Perk at a 50% increase in crouched movement speed. This makes traversing levels using stealth tactics much easier.

| | HATCHET-THROW KILLS

Requirement: Kill enemies by throwing hatchets at targets.

Reward: Increased total hatchet capacity.

LEVEL	CRITERIA	REWARD
1	10 hatchet-throw kills	+1 hatchet (4 total capacity)
2	20 hatchet-throw kills	+2 hatchets (5 total capacity)
3	30 hatchet-throw kills	+3 hatchets (6 total capacity)
4	40 hatchet-throw kills	+4 hatchets (7 total capacity)
5	50 hatchet-throw kills	+5 hatchets (8 total capacity)

Your hatchets can be used against enemies in two ways: for melee attacks, and as thrown weapons. The latter use unlocks this Perk. For every 10 enemies you dispatch with a hatchet throw, you increase the total number of the hatchets you can carry by one. You start out with a capacity of three hatchets. Accomplish 50 hatchet-throw kills to max out your capacity at eight total hatchets. Having so many hatchets on hand is a great way to expand your tactical options for any situation.

| ENIGMA CODES

Requirement: Collect Enigma Codes from dead Kommandants.

Reward: Kommandant alarm signals are jammed, delaying alarm activation.

LEVEL	CRITERIA	REWARD
1	5 Enigma Codes collected	+0.2s delay in Kommandant alarm activation
2	10 Enigma Codes collected	+0.4s delay in Kommandant alarm activation
3	15 Enigma Codes collected	+0.6s delay in Kommandant alarm activation
4	20 Enigma Codes collected	+0.8s delay in Kommandant alarm activation
5	25 Enigma Codes collected	+1s delay in Kommandant alarm activation

As you kill Kommandants, be sure to grab the Enigma Codes they carry. For every five codes you collect, you increase the time it takes a Kommandant to sound an alarm once you're detected by 0.2 seconds. Once you collect 25 Enigma Codes, you increase this delay by an entire second—precious time during which you can act.

| QUICK KOMMANDANT KILLS

Requirement: Kill Kommandants before they sound the alarm.

Reward: Increased damage dealt with suppressed weapons.

LEVEL	CRITERIA	REWARD
1	10 Kommandants killed without alarm raised	+10% damage with suppressed weapons
2	20 Kommandants killed without alarm raised	+20% damage with suppressed weapons
3	30 Kommandants killed without alarm raised	+30% damage with suppressed weapons
4	40 Kommandants killed without alarm raised	+40% damage with suppressed weapons
5	50 Kommandants killed without alarm raised	+50% damage with suppressed weapons

It's always a good idea to kill Kommandants before they can sound the alarm and summon reinforcements. This Perk offers a bonus incentive. For every 10 Kommandants killed before they alert other enemies to your presence, you increase the damage inflicted by your suppressed weapons by 10%. Kill 50 Kommandants meeting this requirement, and your suppressed weapons deal half again as much damage as they did originally. Nice!

| | TAKEDOWNS OR TAMPERS

Requirement: Perform takedowns on, or tamper with, robotic enemies.

Reward: Tampering earns diesel or laser ammo.

LEVEL	CRITERIA	REWARD
1	2 takedowns/tampers on robotic enemies	1 diesel/laser ammo pickup when tampering
2	4 takedowns/tampers on robotic enemies	2 diesel/laser ammo pickups when tampering
3	6 takedowns/tampers on robotic enemies	3 diesel/laser ammo pickups when tampering
4	8 takedowns/tampers on robotic enemies	4 diesel/laser ammo pickups when tampering
5	10 takedowns/tampers on robotic enemies	5 diesel/laser ammo pickups when tampering

Takedowns and tampering, when applied to robotic enemies, are similar in nature. A takedown is a hatchet kill performed on an active robotic enemy, such as an ÜberSoldat. Tampering, meanwhile, involves destroying an inactive robotic enemy before it activates. For every two takedowns/tampers you perform, you gain the ability to grab one diesel or laser ammo pickup when you tamper; the ammo type depends on which type of weapon you're carrying. Max out this Perk at 10 takedowns/tampers for five ammo pickups when tampering. If you like getting in close to kill ÜberSoldaten, leveling this Perk is a cinch.

| | CONSTRICTOR KILLS

Requirement: Kill enemies while using the Constrictor Harness ability. (Must have chosen the Constrictor Harness contraption.)

Reward: Increased movement speed when using the Constrictor Harness.

LEVEL	CRITERIA	REWARD
1	5 kills with the Constrictor Harness	+10% movement speed when using the Constrictor Harness
2	10 kills with the Constrictor Harness	+20% movement speed when using the Constrictor Harness
3	15 kills with the Constrictor Harness	+30% movement speed when using the Constrictor Harness
4	20 kills with the Constrictor Harness	+40% movement speed when using the Constrictor Harness
5	25 kills with the Constrictor Harness	+50% movement speed when using the Constrictor Harness

This Perk can only be unlocked if you're equipped with the Constrictor Harness. For every five kills you make while using the Constrictor Harness ability, such as performing stealth takedowns while squeezed into small pipes or ducts, you increase your movement speed while using this contraption by 10%.

MAYHEM PERKS

While you kill most enemies with firearms, Mayhem Perks reward you for using other means.

COMBAT TAKEDOWN

Requirement: Kill enemies using combat takedowns.

Reward: Increased rate of health regeneration.

LEVEL	CRITERIA	REWARD
1	10 combat-takedown kills	+10% health-regeneration rate
2	20 combat-takedown kills	+20% health-regeneration rate
3	30 combat-takedown kills	+30% health-regeneration rate
4	40 combat-takedown kills	+40% health-regeneration rate
5	50 combat-takedown kills	+50% health-regeneration rate

The hatchet is a powerful weapon, and its melee attacks are quite lethal regardless of whether you sneak up on an enemy or attack outright. Killing an alerted enemy with a hatchet is a combat takedown. For every 10 kills you achieve in this manner, you increase your health-regeneration rate by 10%. Max out this Perk at 50 combat takedowns to increase this rate to half again as much as it was originally. This Perk is definitely worth the effort—you need all the health you can get.

DUAL-WIELD KILLS

Requirement: Kill enemies while dual-wielding weapons.

Reward: Increased number of ammo rounds from weapons dropped by enemies.

LEVEL	CRITERIA	REWARD
1	50 dual-wield kills	+1 enemy ammo round dropped
2	100 dual-wield kills	+2 enemy ammo rounds dropped
3	150 dual-wield kills	+3 enemy ammo rounds dropped
4	200 dual-wield kills	+4 enemy ammo rounds dropped
5	250 dual-wield kills	+5 enemy ammo rounds dropped

Once you're able to use two firearms at the same time, you can perform duel-wield kills. To do this, have both weapons out when you dispatch an enemy. For every 50 enemies killed in this manner, you increase the amount of ammunition dropped by enemies by one round, up to an increase of five rounds when you max this Perk at 250 dual-wield kills.

| | HEAVY WEAPON KILLS

Requirement: Kill enemies using heavy weapons.

Reward: Increased magazine size in detached heavy weapons.

LEVEL	CRITERIA	REWARD
1	20 heavy-weapon kills	+20% magazine size in detached heavy weapons
2	40 heavy-weapon kills	+40% magazine size in detached heavy weapons
3	60 heavy-weapon kills	+60% magazine size in detached heavy weapons
4	80 heavy-weapon kills	+80% magazine size in detached heavy weapons
5	100 heavy-weapon kills	+100% magazine size in detached heavy weapons

You can pick up heavy weapons from defeated enemies. These include the Lasergewehr, Dieselgewehr, Hammergewehr, and Übergewehr. You can also detach these weapons from turrets. For every 20 enemies you kill using one of these heavy weapons, you increase the weapons' magazine size by 20%. If you kill 100 enemies following these rules, you double the magazine size. Pretty handy!

Note that kills made using your Dieselkraftwerk/Laserkraftwerk don't count toward this Perk's criteria, and neither of these weapons benefits from the Heavy Weapon Kills Perk.

| | OVERCHARGED KILLS

Requirement: Kill enemies while health is overcharged.

Reward: Reduced rate of deflation on health overcharge.

LEVEL	CRITERIA	REWARD
1	10 overcharged kills	-20% health-overcharge deflation rate
2	20 overcharged kills	-40% health-overcharge deflation rate
3	30 overcharged kills	-60% health-overcharge deflation rate
4	40 overcharged kills	-80% health-overcharge deflation rate
5	50 overcharged kills	-100% health-overcharge deflation rate

If you pick up enough first-aid kits, you can increase your health up to twice its normal capacity. However, this extra health, called “overcharge,” drains away over a short period of time. Kill enemies while your health is overcharged to unlock this lifesaving Perk. For every 10 such kills you make, you decrease the rate at which your health overcharge deflates by 20%.

| | GRENADE KILLS

Requirement: Kill enemies using Handgranate.

Reward: Increased grenade capacity.

LEVEL	CRITERIA	REWARD
1	25 Handgranate kills	+1 grenade (4 total capacity)
2	50 Handgranate kills	+2 grenades (5 total capacity)
3	75 Handgranate kills	+3 grenades (6 total capacity)
4	100 Handgranate kills	+4 grenades (7 total capacity)
5	125 Handgranate kills	+5 grenades (8 total capacity)

You can carry three Handgranate at the start. By killing enemies with your grenades, you increase this number. You add one Handgranate to your capacity for every 25 enemies you kill in this way. Max out this Perk at 125 grenade kills to net yourself a capacity of eight Handgranate.

| | RAM SHACKLES KILLS

Requirement: Kill enemies by tackling them with the Ram Shackles ability. (Must have chosen the Ram Shackles contraption.)

Reward: Increased amount of armor from armor pieces dropped by enemies.

LEVEL	CRITERIA	REWARD
1	10 Ram Shackles kills	+10% enemy armor dropped
2	20 Ram Shackles kills	+20% enemy armor dropped
3	30 Ram Shackles kills	+30% enemy armor dropped
4	40 Ram Shackles kills	+40% enemy armor dropped
5	50 Ram Shackles kills	+50% enemy armor dropped

This Perk can only be unlocked by choosing the Ram Shackles contraption. This device gives you the ability to kill enemies by tackling them while sprinting. For every 10 enemies killed this way, you increase the amount of armor you get when picking up armor dropped by defeated enemies by 10%.

TACTICAL PERKS

While rushing in with guns blazing can be effective, looking for other advantages or opportunities helps you earn these Tactical Perks.

| | HEADSHOT KILLS

Requirement: Kill enemies by shooting them in the head.

Reward: Increased damage dealt when aiming down sights.

LEVEL	CRITERIA	REWARD
1	50 headshots	+5% damage when aiming down sights
2	100 headshots	+10% damage when aiming down sights
3	150 headshots	+15% damage when aiming down sights
4	100 headshots	+20% damage when aiming down sights
5	250 headshots	+25% damage when aiming down sights

To get a headshot kill, you must hit an enemy in the head with the first shot you fire at that enemy. If your first shot lands anywhere else on the body, the kill doesn't count as a headshot, even if you hit the head on a subsequent shot. For every 50 headshot kills you make, you increase the damage you inflict when aiming down the sights of your weapon by 5%.

| | KILLS BY BURNING

Requirement: Kill enemies with flame weapons.

Reward: Reduced damage taken from diesel weapons.

LEVEL	CRITERIA	REWARD
1	10 fire kills	-10% damage from diesel weapons
2	20 fire kills	-20% damage from diesel weapons
3	30 fire kills	-30% damage from diesel weapons
4	40 fire kills	-40% damage from diesel weapons
5	50 fire kills	-50% damage from diesel weapons

This Perk rewards you for using flame weapons such as the Dieselgewehr and Dieselkraftwerk. For every 10 enemies killed by the flames, you decrease the amount of damage you take from diesel weapons by 10%.

| | ENVIRONMENT KILLS

Requirement: Kill enemies utilizing explosive objects inthe area.

Reward: Reduced damage taken from explosives.

LEVEL	CRITERIA	REWARD
1	10 environment kills	-10% damage from explosives
2	25 environment kills	-20% damage from explosives
3	50 environment kills	-30% damage from explosives
4	75 environment kills	-40% damage from explosives
5	100 environment kills	-50% damage from explosives

In some levels you find explosive objects such as fuel tanks. Shooting them causes them to blow up, potentially eliminating nearby enemies. Kill 10 enemies this way to reduce the damage you take from explosives by 10%. Max out this Perk to cut damage from explosives in half.

| | ELECTRO STUN KILLS

Requirement: Stun mechanical enemies with electricity, then destroy them while they’re incapacitated.

Reward: Reduced damage taken from laser weapons.

LEVEL	CRITERIA	REWARD
1	5 electrical stun kills	-10% damage from laser weapons
2	10 electrical stun kills	-20% damage from laser weapons
3	15 electrical stun kills	-30% damage from laser weapons
4	20 electrical stun kills	-40% damage from laser weapons
5	25 electrical stun kills	-50% damage from laser weapons

Once you add the Electric Upgrade to your Handgranate, you can stun robotic enemies. For every five robots you destroy while they're incapacitated, you reduce the amount of damage you take from laser weapons by 10%.

MAYHEM PERKS

| ENEMY GRENADE KILLS

Requirement: Kill enemies with their own grenades.

Reward: Increased time before enemy grenades explode.

LEVEL	CRITERIA	REWARD
1	10 enemy grenade kills	+0.25s before enemy grenade explosion
2	15 enemy grenade kills	+0.5s before enemy grenade explosion
3	20 enemy grenade kills	+0.75s before enemy grenade explosion
4	30 enemy grenade kills	+1s before enemy grenade explosion
5	50 enemy grenade kills	+1.5s before enemy grenade explosion

When an enemy lobs a grenade at you, you have a short amount of time in which to pick it up and toss it back before it detonates. Or shoot the grenade in your enemy's hand before it's thrown, so it blows up and inflicts damage on nearby enemies; this also counts toward the Perk's criteria. Kill 10 enemies using these methods to increase the time before enemy grenades explode by 0.25 seconds. Kill 50 enemies to max out this Perk, giving you an extra 1.5 seconds in which to act. It might not seem like a long time, but every bit helps!

| BATTLE WALKERS KILLS

Requirement: Kill enemies while using the Battle Walkers ability. (Must have chosen the Battle Walkers contraption.)

Reward: Increased amount of ammo from weapons dropped by enemies.

LEVEL	CRITERIA	REWARD
1	20 Battle Walkers kills	+10% enemy ammo drops
2	40 Battle Walkers kills	+20% enemy ammo drops
3	60 Battle Walkers kills	+30% enemy ammo drops
4	80 Battle Walkers kills	+40% enemy ammo drops
5	100 Battle Walkers kills	+50% enemy ammo drops

This Perk can only be unlocked if you have the Battle Walkers contraption. While this device is activated, you can perform melee attacks from the Battle Walkers' elevated position. Kill 20 enemies while using the Battle Walkers ability to increase the amount of ammo you pick up from dead enemies by 10%. Complete 100 of these kills to get half again as much dropped ammo as you were able to grab when you started the Campaign.

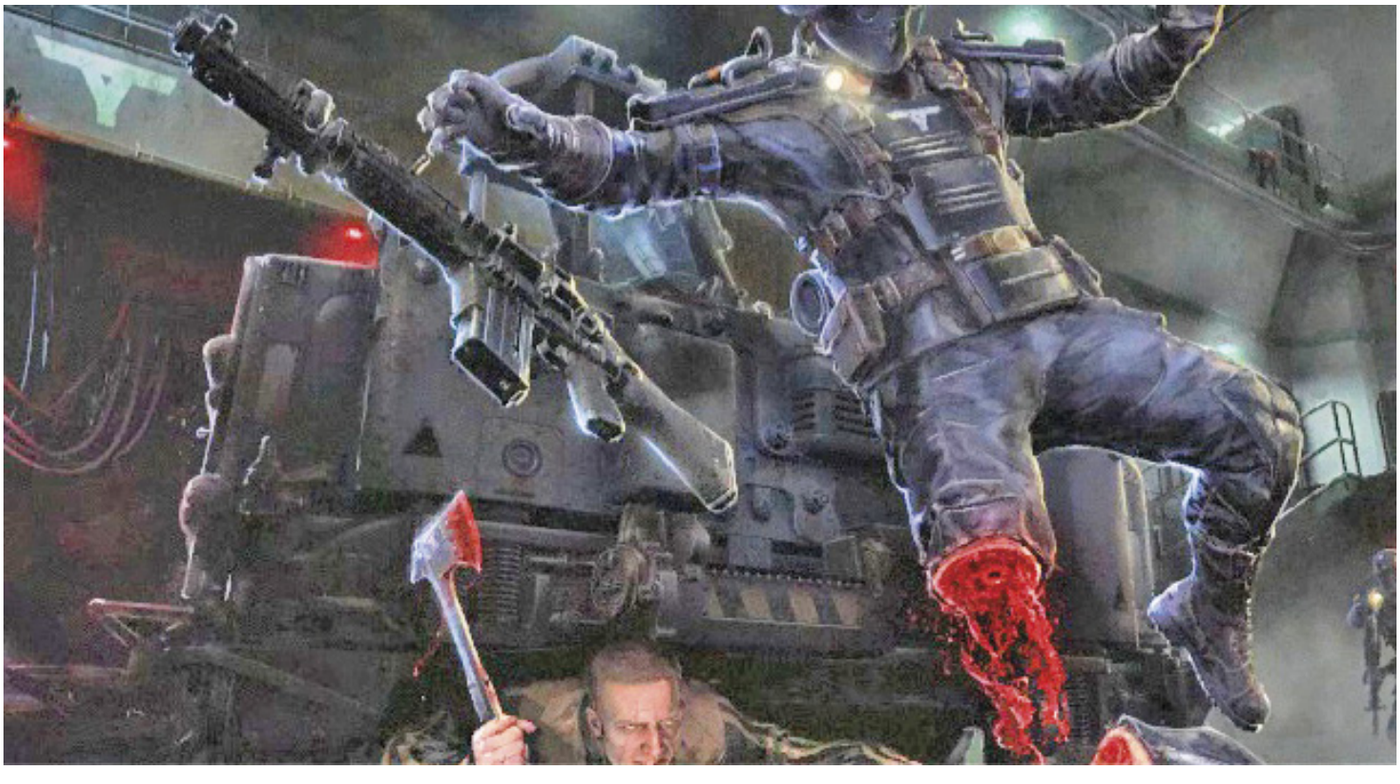
CONTRAPTION ABILITIES

Later in the game, you gain access to contraptions. Out of three options, you must choose one. Each provides unique special abilities, so read ahead to determine which one best suits your playstyle.

As with Perks, contraption abilities are categorized by type: Stealth, Mayhem, and Tactical. Each contraption is designated as one of these types. When you choose your contraption, you unlock its full column of abilities—with the exception of the final ability, which must be unlocked by completing missions aboard *Evas Hammer*.

CONSTRICTOR HARNESS

Stealth



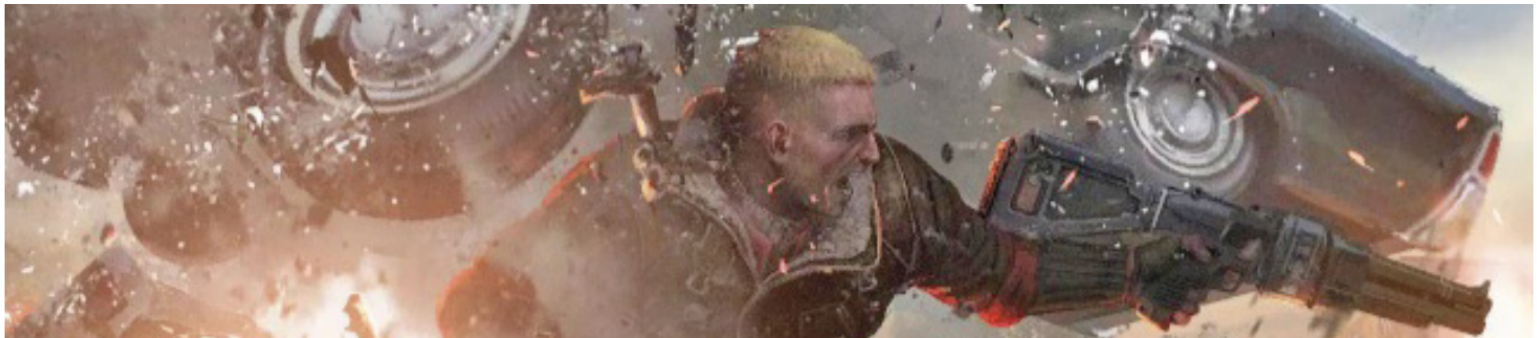
Upon activation, the Constrictor Harness compresses your torso, allowing you to enter narrow spaces. Keep in mind that using the Harness prevents you from breathing properly. Prolonged use causes damage and eventual death due to lack of oxygen. The Constrictor Harness activates automatically when applicable, as long as you're moving in a crouch.

ABILITIES

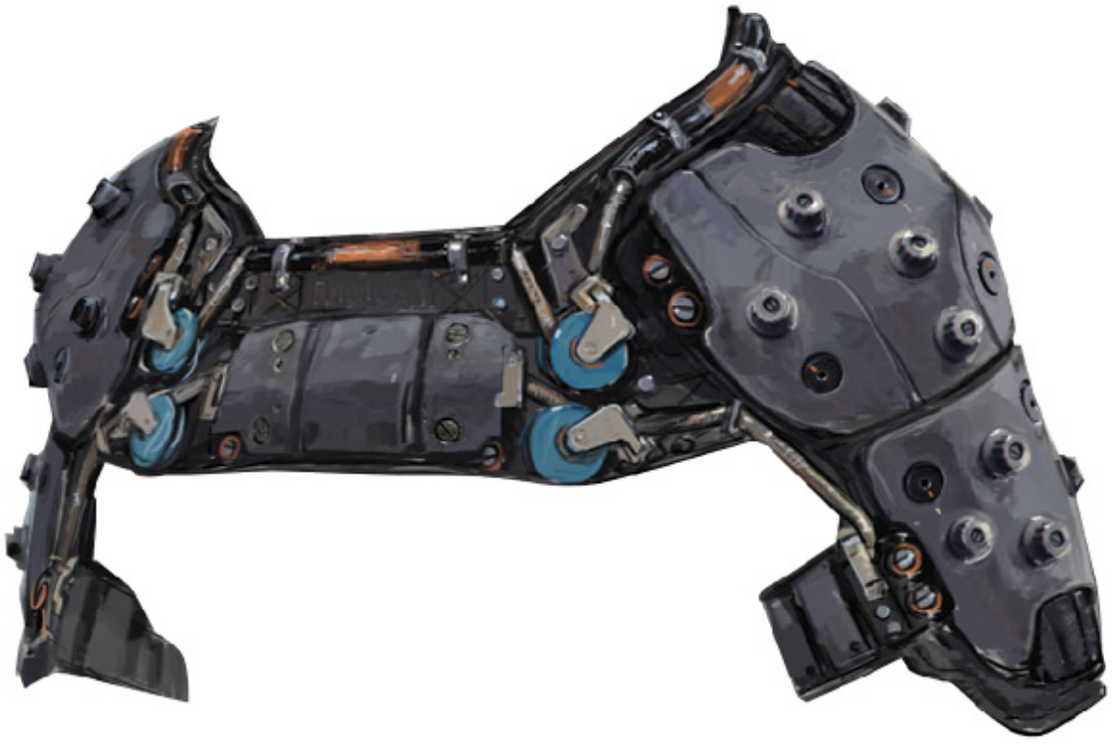
NAME	DESCRIPTION
Kobra	Allows you to crawl into narrow spaces by approaching while crouched.
Silent Step	Enemies cannot hear you move.
Terror-Billy	Enemies freeze in horror when they spot you.
Iron Lung	Increases the duration of time you're able to remain constricted in narrow spaces before you start taking damage. Requires the Constrictor Harness Upgrade obtained by completing missions aboard Evas Hammer.

RAM SHACKLES

Mayhem



The Ram Shackles is a metal reinforcement rig that protects your upper-body joints: elbows and shoulders. It allows you to ram through obstacles, smash open doors and crates, and pummel your enemies. It activates when you're sprinting.



ABILITIES

NAME	DESCRIPTION
Rammbock	Allows you to tackle through certain walls, obstacles, and enemies by sprinting.
Sturdy	You no longer fall to the ground as a result of blast waves.
Cannon Arm	Allows you to throw hatchets and grenades with extreme velocity.
Mechanic	Regenerates armor. Requires the Ram Shackles Upgrade obtained by completing missions aboard Evas Hammer.

BATTLE WALKERS

Tactical

This mechanical actuator system is mounted on your legs and activated on demand. Once it's activated, mechanical supports extend, allowing you to access new areas, vertical cover, and other tactically advantageous positions. When extended, the indestructible mechanical supports provide good protection against mines and area-denial grenades, and allow you to perform melee attacks from an elevated position. Double-press the Jump button to activate the Battle Walkers.

ABILITIES

NAME	DESCRIPTION
Wanderer	Mechanical leg extensions allow you to reach new heights by double-pressing the Jump button.
Quick Draw	Time is slowed while the Weapon Wheel is being accessed.
Adrenaline	Killing an enemy grants a health-boost reward.
Stamina	Overcharged health begins deflating only when you take damage. Requires the Battle Walkers Upgrade obtained by completing missions aboard Evas Hammer.

The Enemy
Overview

You face many different enemy types during your mission. Most are Soldiers, who are further divided into subcategories by a variety of armor and weapons. Other enemies include robots and animals. All of them are deadly and want nothing more than to kill you. This chapter aims to identify each enemy, the threat it represents, and the best ways to engage.

SOLDIER

➤ Soldier

➤ Off-Duty Soldier

➤ Soldier in Radiation Suit

➤ Soldier in Venus Space Suit

Special ability: Can use cover

The most common type of enemy is the Soldier. Soldiers wear different uniforms depending on their location. Each Soldier is armed with a Machinenpistole and Frag Grenades. Heavy Soldiers wear additional armor that lets them take more damage. Some Soldiers found later in the Campaign are armed with Machinenpistoles plus the Nailgun Upgrade, which inflicts more damage.

Light Soldiers are easily killed with a Machinenpistole. Heavy Soldiers can take more damage, so use the Sturmgewehr against them. All Soldiers can be killed by a single hit from a hatchet, whether thrown or used in a melee attack.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Light	Machinenpistole, Handgranate	45	Light	Radiation Suit, Venus Space Suit
Heavy	Machinenpistole, Handgranate	45	Medium	Radiation Suit, Venus Space Suit
Machinenpistole	Machinenpistole (Nailgun Upgrade), Handgranate	45	Medium	Radiation Suit, Venus Space Suit
Off-Duty	Machinenpistole, Handgranate	40-50	—	Klansman, Engineer, Scientist

ELITE SOLDIER

➤ Elite Soldier

➤ Shotgun Elite

➤ Sniper Elite

Special ability: Can use cover

Elite Soldiers are similar to regular Soldiers, except that they're armed with Sturmgewehr assault rifles in conjunction with their Frag Grenades. They're also tougher to kill. There are two specialized versions of Elite Soldiers. Shotgun Elite Soldiers carry Schockhammer automatic shotguns, are heavily armored, and are deadly at close range. Sniper Elite Soldiers are armed with Sturmgewehr plus the Armor Piercing and Marksman Upgrades, don't have much armor, and engage you at long range. Though they fire one shot at a time, each shot inflicts more damage than a standard bullet.

Since Elite Soldiers are tougher to kill than their regular counterparts, the Sturmgewehr is a good choice of weapon. Elites all go down with a single hit from a hatchet. Once you get a Schockhammer, use it against Elites when fighting at close range.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Light	Sturmgewehr, Handgranate	90	Light	Radiation Suit, Venus Space Suit
Heavy	Sturmgewehr, Handgranate	90	Medium	Radiation Suit, Venus Space Suit
Schockhammer	Schockhammer, Handgranate (Diesel Upgrade)	90	Medium	Radiation Suit, Venus Space Suit
Sniper	Sturmgewehr (Armor Piercing and Marksman Upgrades), Handgranate	90	Light	Radiation Suit, Venus Space Suit
Off-Duty	Sturmgewehr, Handgranate	90	—	—

KOMMANDANT

➤ Kommandant

Special ability: Can call for reinforcements.

Kommandants are armed with Pistoles. Later in the game, you encounter Kommandants carrying Pistoles plus the Magnum Upgrade, or Kampfpistoles plus the Rocket Upgrade. While Kommandants don't pose much of a direct threat, their ability to call in reinforcements when alerted to your presence makes them more dangerous and a primary target.

You can tell when a Kommandant is nearby: an Alert icon appears at the top of your screen. The number inside the icon represents the distance between you and the Kommandant. As long as the icon remains white, you're undetected. If it turns orange, this is your signal that the alarm has been raised; expect more enemies to arrive soon. However, the icon's transition from white to orange takes a short amount of time. If you kill the Kommandant before the icon turns completely orange, no alert is sounded. It's a good strategy to go after Kommandants first to reduce the number of enemies you face. Kommandants can be easily killed with a single Pistole shot to the head. If you have a Silencer, you can take out a Kommandant without alerting nearby Soldiers.

Kommandants carry Enigma Codes, so be sure to collect them from their corpses.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Pistole	Pistole	40	—	Radiation Suit
Magnum	Pistole (Magnum Upgrade)	40	—	Radiation Suit, Venus Space Suit
Kampfpistole	Kampfpistole	40	—	—

ÜBERKOMMANDANT

➤ Überkommandant with Light Armor

Special ability: Can call for reinforcements.

Insert your collected Enigma Codes from defeated Kommandants into the Enigma Machine on *Evas Hammer* to find the locations of Überkommandants. These leaders are armed with Kampfpistoles plus the Rocket and Rifle Stock Upgrades.

Überkommandants are tougher to defeat than normal Kommandants. Use headshots and hatchets to take them out.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Kampfpistole (Shoulder Stock Upgrade), Handgranate	90	—	—

SUPERSOLDAT

➤ Dieselgewehr SuperSoldat

➤ Lasergewehr SuperSoldat

➤ Hammergewehr SuperSoldat

Special ability: Can charge forward and tackle the player.

SuperSoldaten are among the tougher enemies you face early in the Campaign. They're quite deadly, armed with a Lasergewehr in each hand. SuperSoldaten also have a charge attack: they use rockets in their backpacks to rush toward you; if they hit you, they deal damage. Later in the Campaign, you encounter SuperSoldaten armed with Dieselgewehr and Hammergewehr weapons. All SuperSoldaten are heavily armored.

Given the heavy armor, a single hatchet doesn't cut it. You can defeat SuperSoldaten with melee attacks, but it takes a lot of hits. If you're up close, hack away. Each hit momentarily stuns the SuperSoldat, so you can continue to pound on him until he's defeated. However, you usually don't want to get that close to one of these enemies. In most cases, your best bet is to use either the Dieselkraftwerk or the Laserkraftwerk. In fact, consider saving ammo for these weapons specifically so you can use them against SuperSoldaten. If you've got the Dieselkraftwerk, fire three rounds and detonate them simultaneously for a quick kill. The Schockhammer also works well against SuperSoldaten at close range.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Dieselgewehr	Dieselgewehr x2	400	Heavy	—
Lasergewehr	Lasergewehr x2	400	Heavy	—
Hammergewehr	Hammergewehr x2	400	Heavy	—

ÜBERSOLDAT

➤ ÜberSoldat with Hand Lasers

Special ability: Can leap to and fire from walls.

ÜberSoldaten are robotic enemies armed with Hand Lasers. Some also come equipped with Chest Cannons or Diesel Grenades. While these weapons are dangerous, the real threat is the speed at which the ÜberSoldaten move. As you open fire, they execute rapid evasive maneuvers, making them difficult to hit.

Though they're fast, ÜberSoldaten are not heavily armored. When engaging them, a good tactic is to withdraw to a doorway and take cover. As they pursue you through the doorway, use a hatchet to take them out—it only takes one hit. The Schockhammer also works well if you can lure them in close where they don't move so quickly. Also consider upgrading your grenades to Electric Grenades, which momentarily stun ÜberSoldaten upon detonation. This lets you get in some hits while the enemy is motionless.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Hand Lasers	95	Medium	—

DRONE

➤ Drone with Laser

Special ability: –

The Nazis use robotic Drones to patrol certain areas. These lightly armored enemies are equipped with Laser Cannons and home in on their targets.

When dealing with a Drone, seek cover to avoid taking damage from its laser, then open fire when you get the chance. Drones move around quite a bit, so use automatic fire to land enough hits to destroy these pesky foes. Or stun them first with upgraded Electric Grenades.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Laser Cannon	60	Light	—

KAMPFHUND

➤ Kampfhund with Armor

Special ability: Can grapple the player.

The Nazis have genetically bred and trained dogs as weapons. Some are armored; others aren't. You often find Kampfhund near Kommandants. They don't need to see you to detect you; they can track you by smell and come after you even if you're behind cover. Kampfhund have speed on their side, and they make sneaking up on Kommandants difficult.

Since Kommandants are priority targets, consider luring the Kampfhund away. Once they detect you, move behind cover. A silenced Pistole works well to quietly take them out so you can then go after the Kommandant without raising the alarm. A hatchet also works, but if they're close enough for a melee attack, they're probably biting your leg already.

Note that if you have the Constrictor Harness, you can kill a Kampfhund when prone by moving in close and pressing the Melee button.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Bite, Pounce	50	—	—
Armored	Bite, Pounce	50	Light	—

LASERHUND

➤ Laserhund

Special ability: Can pounce the player.

These large robotic dogs are fast, and their charge attack knocks you down. Their Laser Cannons fire powerful blasts.

When you see a Laserhund, get a heavy weapon ready and take it down before it can reach you. To give yourself a bit of extra time to work with, stun it with an upgraded Electric Grenade. If it takes you down instead, hack at it with your hatchet.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Laser Cannon	325	Medium	—

PANZERHUND

➤ Panzerhund

Special ability: –

The Panzerhund is basically a walking tank. It's heavily armored, slow-moving, and has a Flamethrower in its mouth. If a Panzerhund starts advancing on you, get out of the way before it sends a wave of fire in your direction.

Given its slow movements, you can outrun a Panzerhund. However, these enemies often guard spots you need to get through. If you're able, bypass them entirely; they're too big to fit through small doorways. If you have to take one out, note that they do have a weak spot: the Flamethrower's fuel tank is on the underbelly between the front and rear legs. Flank the Panzerhund and hit it from the side with your Dieselkraftwerk or Laserkraftwerk, aiming for that spot.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Flamethrower	1,600	Heavy	—

ZITADELLE

➤ Zitadelle

Special ability: Can fire over cover.

The Zitadelle is a large walking mech with a Flamethrower on one arm and an Artillery Cannon on the other. It fires artillery rounds at long range and uses the Flamethrower at close range. The Zitadelle is heavily armored and can take a great amount of damage.

Since these enemies are tough to kill, bypass them if possible. They're slow-moving, so you can easily outrun them. If you come across one patrolling an area, stay out of sight and sneak past from behind to avoid detection.

If you're forced to engage, note that all four limbs are weak spots. Destroy two of them to destroy the Zitadelle. For best results, start by targeting whichever arm poses the biggest immediate threat—the Flamethrower arm if you're up close, the Artillery Cannon arm if you're farther away. Once the first arm is dealt with, destroying a second limb—the other arm or either leg, it doesn't matter which—causes the Zitadelle to explode.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Flamethrower, Artillery Cannon	3,000	Extreme	—

ZERSTÖRER

➤ Zerstörer with Rocket Pack

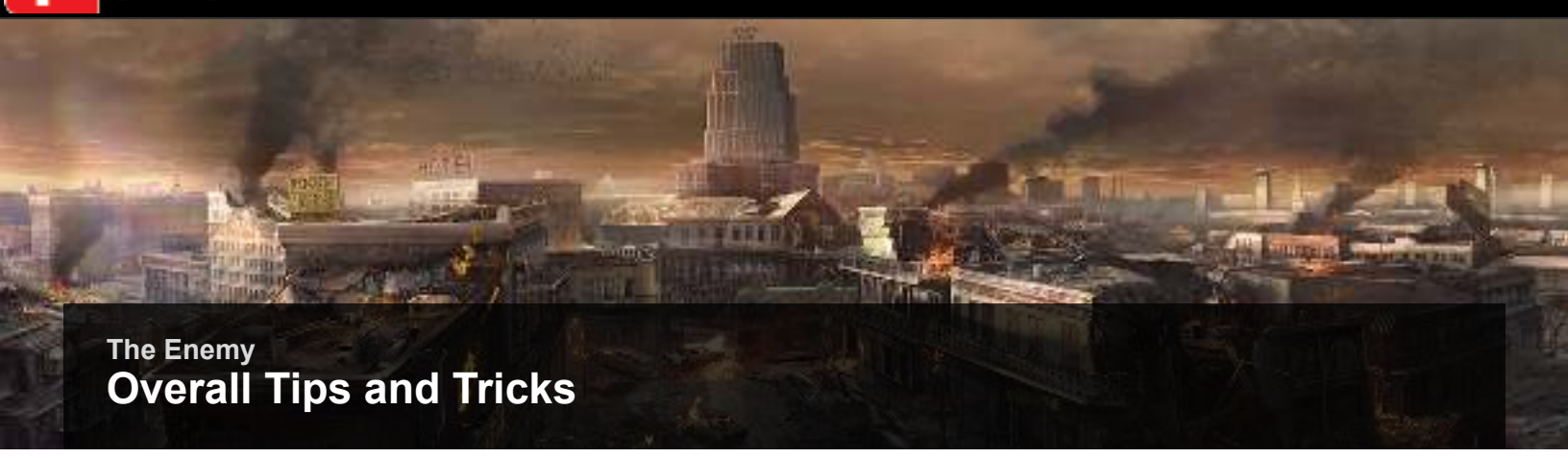
Special ability: Can charge forward and tackle the player.

The Zerstörer is a powerful, deadly enemy. It can perform a charge attack with its rocket pack, flying from a distance to your location. It's also armed with two Übergewehr. These cannons combine diesel with lasers, which means they inflict a lot of damage.

When you see a Zerstörer, take cover fast. Use your heavy weapon, either the Dieselkraftwerk or the Laserkraftwerk, to bring this one down. Aim for the Zerstörer's fuel tank; destroying it deals a huge chunk of damage. The Zerstörer is your priority target whenever you see one, due simply to the fact that you must dispatch it as fast as you can, before it kills you first.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Übergewehr x2	2,000	Extreme	—



The Enemy
Overall Tips and Tricks

Some enemies fall into groups where similar tactics are effective across the board. The following tips come straight from the experts; use them as general guidelines for dealing with certain enemy types, and build your strategies around them accordingly.

ROBOTIC ENEMIES

BATTERY-POWERED

- Drone
- ÜberSoldat
- Laserhund

Temporarily stun these foes with Handgranate plus the Electric Upgrade.

LASER DAMAGE

All robotic enemies are sensitive to damage from laser weapons.

DIESEL-POWERED

- SuperSoldat
- Panzerhund
- Zitadelle
- Zerstörer

These foes have fuel lines that can be cut, which leaves a trail of fuel on the ground. Shoot the fuel trail, or hit it with a hatchet, to set it on fire. The fire follows the fuel trail to the enemy and causes an explosion, dealing a good chunk of damage.

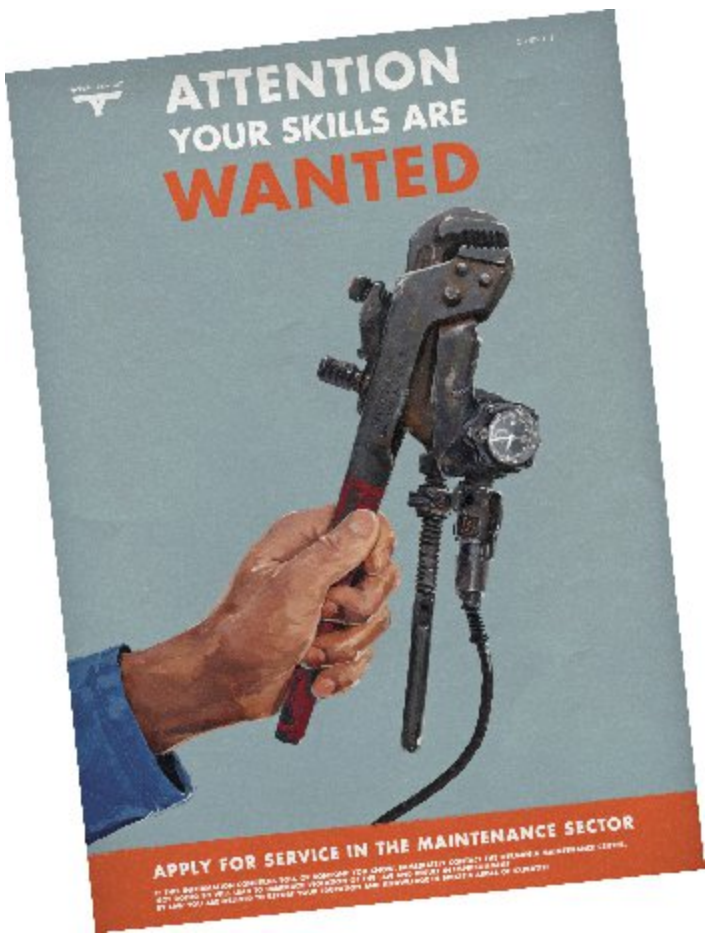
ARMOR PLATING

Some heavily armored enemies pose an extra challenge because of their high amounts of health. In these cases, try targeting the armor plates. Attack a plate until it falls off, then target the sensitive surface beneath to deal damage. Note that the Laserkraftwerk and Lasergewehr are capable of disintegrating armor plates.

BODY PARTS

Head: If an enemy has a head, the head is a weaker spot.

Arms: If an enemy has arms, shoot them off. Destroy both arms to destroy the enemy.



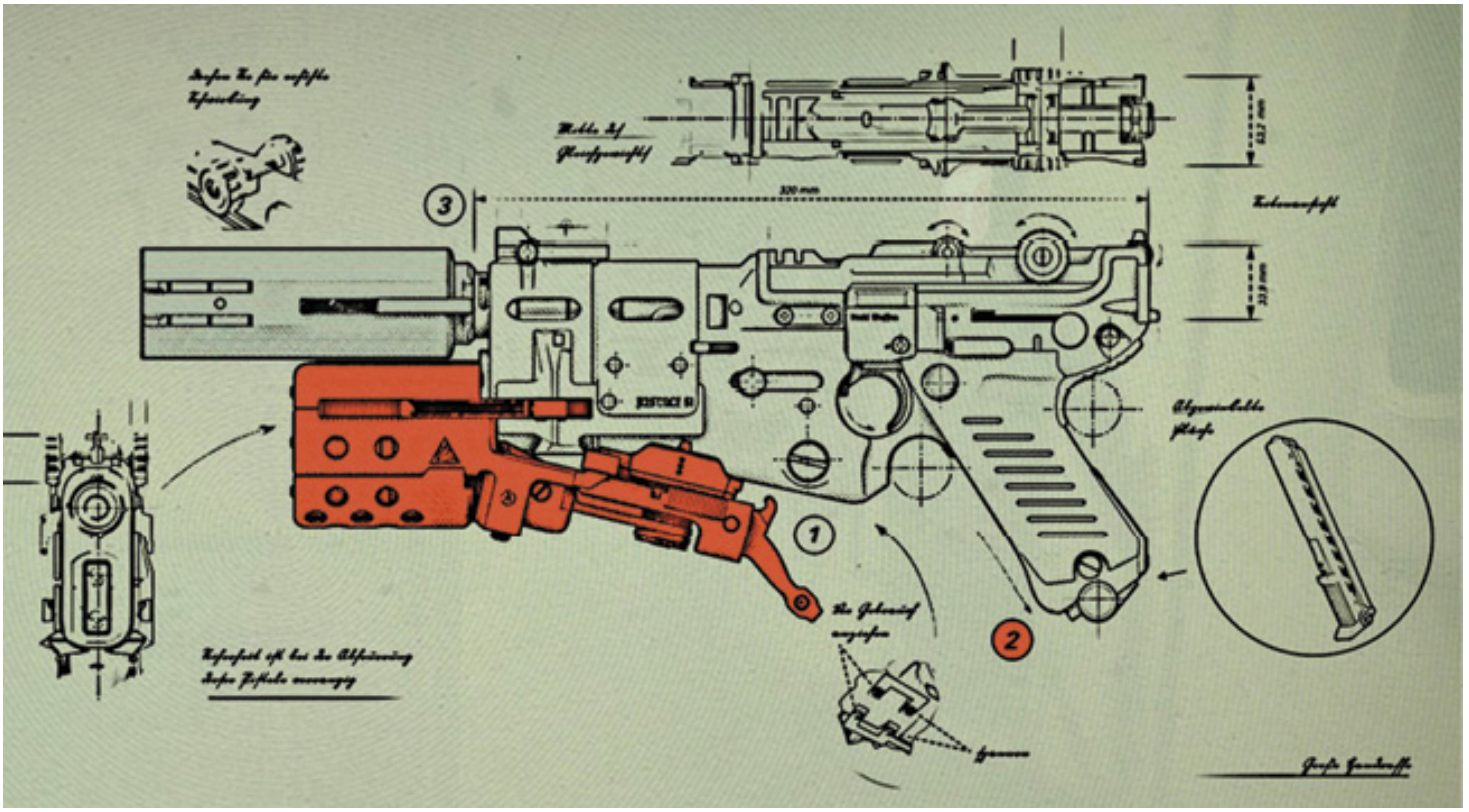
Overview

You start the game with no weapon. Equipping yourself properly is an immediate priority, and remains so for the game's duration. As you progress, you gain access to new and more powerful weapons, each suited to certain purposes and situations. The key to victory is knowing which weapon to use for which situation. Upgrades further enhance the power and efficiency of many weapons throughout your mission.

PISTOLE

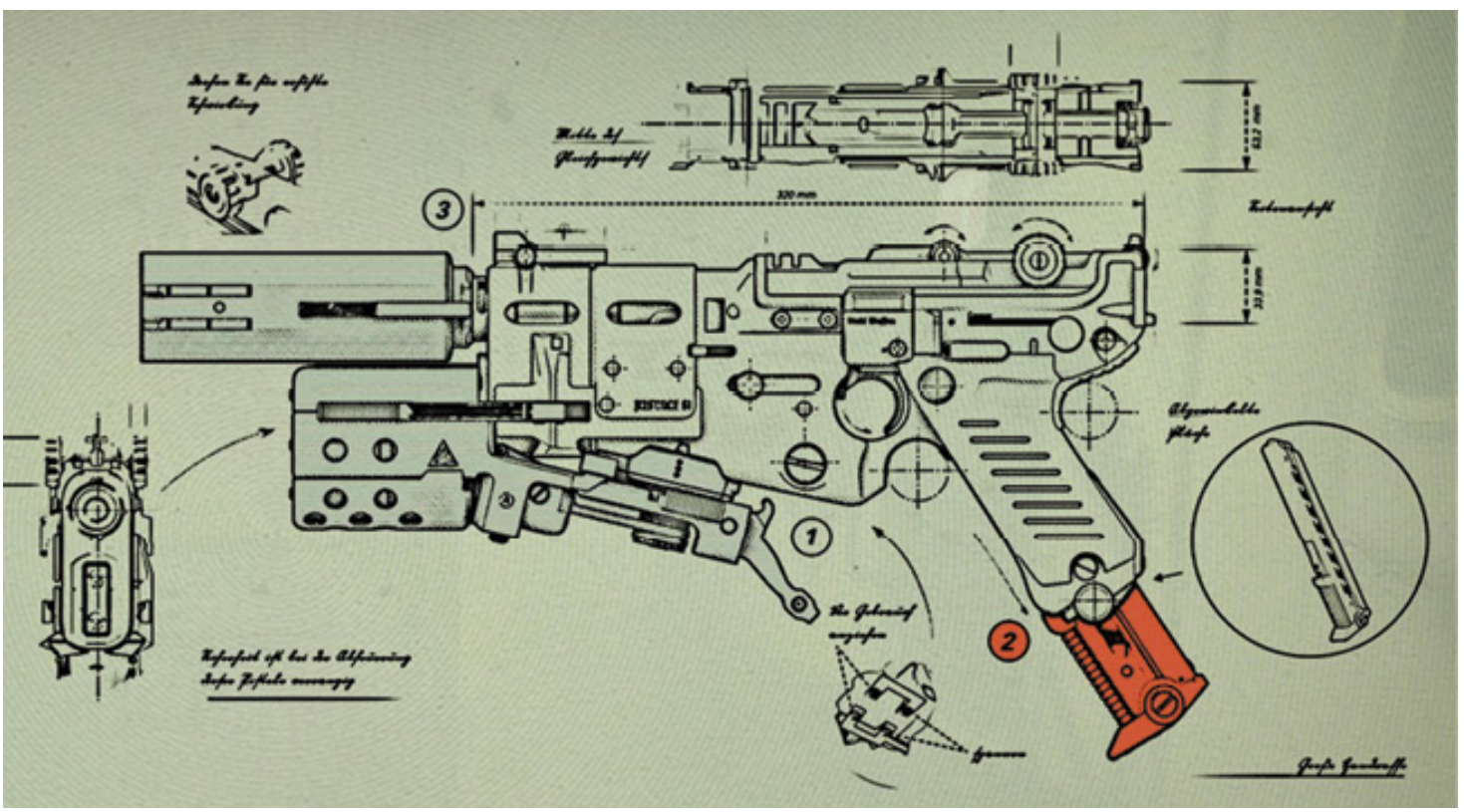
A standard-issue sidearm frequently used by Nazi Kommandants. It's useful when engaging lightly armored enemies at close ranges.

Magnum Upgrade



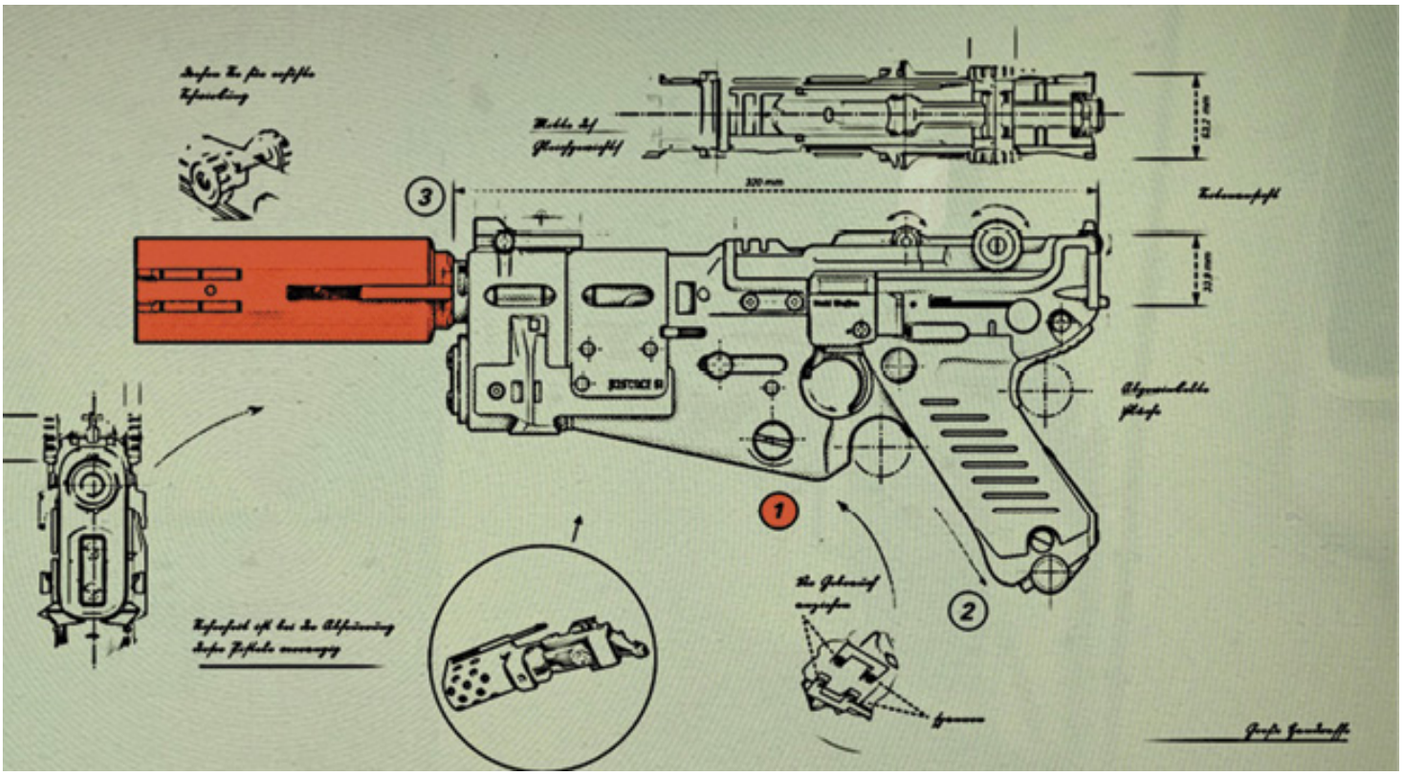
Higher damage output, increased recoil. Louder. This upgrade can be turned on/off at any time.

Extended Magazine Upgrade



Doubles the handgun magazine capacity.

Silencer Upgrade



A handgun equipped with a Silencer fires silently. Highly efficient when sneaking through hostile areas.

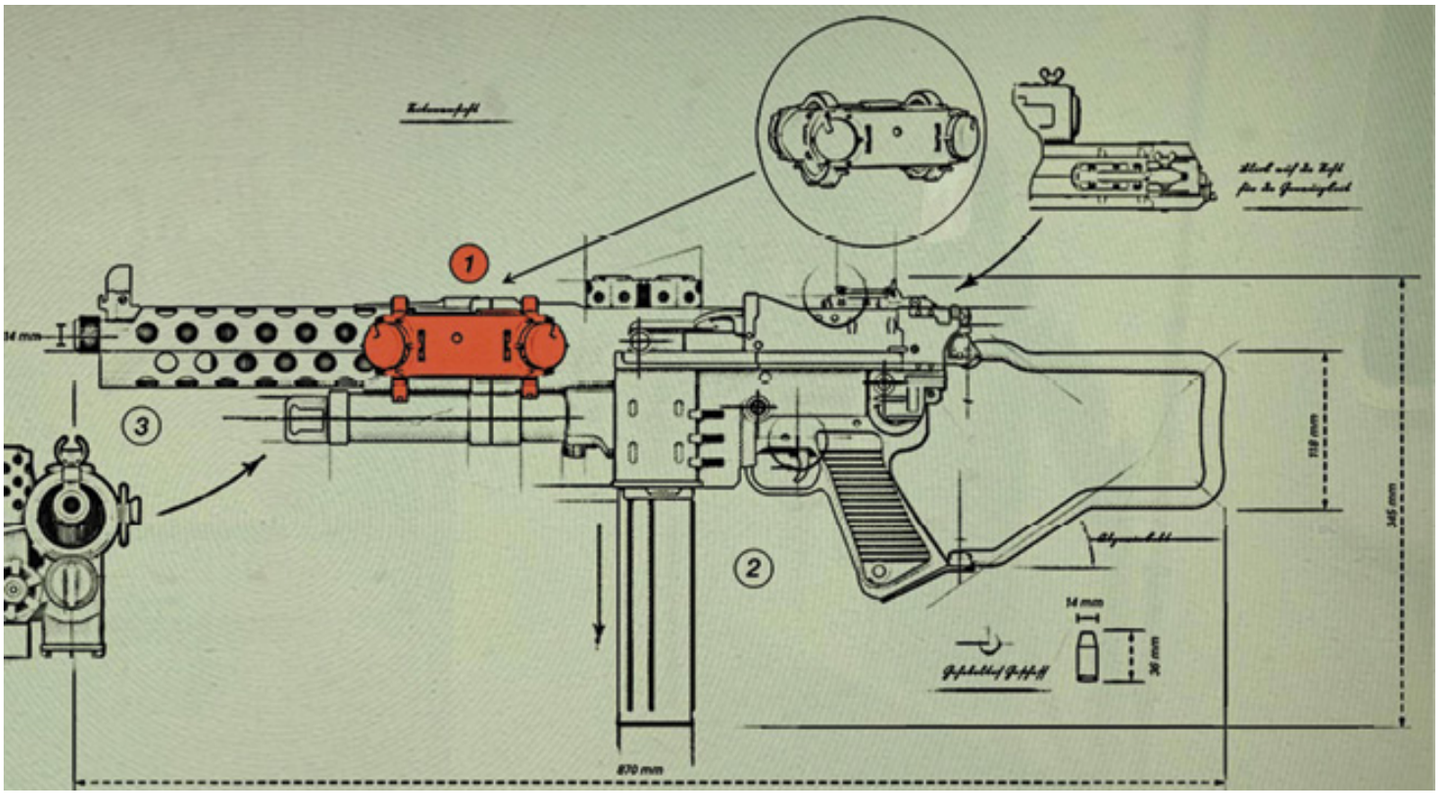
Notes

You pick up your first Pistole during your initial visit to the *Ausmerzer*. The Pistole fires a single shot with each pull of the trigger. It's good for headshots, especially from behind. Spend one of your first upgrades on the Silencer to gain a silent ranged attack. You can kill a Kommandant or a light Soldier with a single shot to the head. Heavier Soldiers require a couple of hits. A silenced Pistole is a must for stealth tactics, especially when hunting Kommandants to eliminate them before they can sound the alarm.

MACHINENPISTOLE

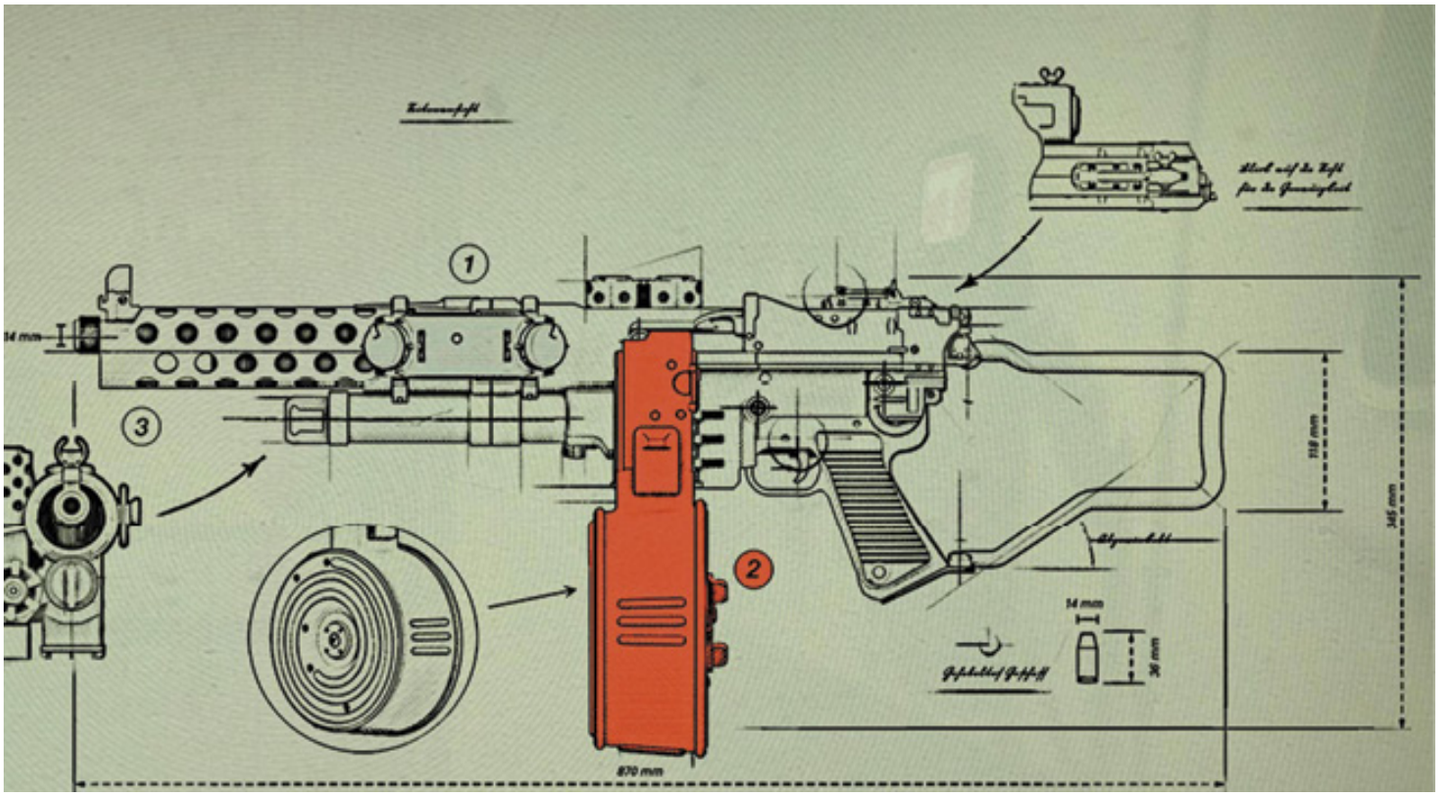
A standard-issue submachine gun used by the regular Nazi Soldier. Its high rate of fire makes it useful for taking on multiple enemies at close range.

Nailgun Upgrade



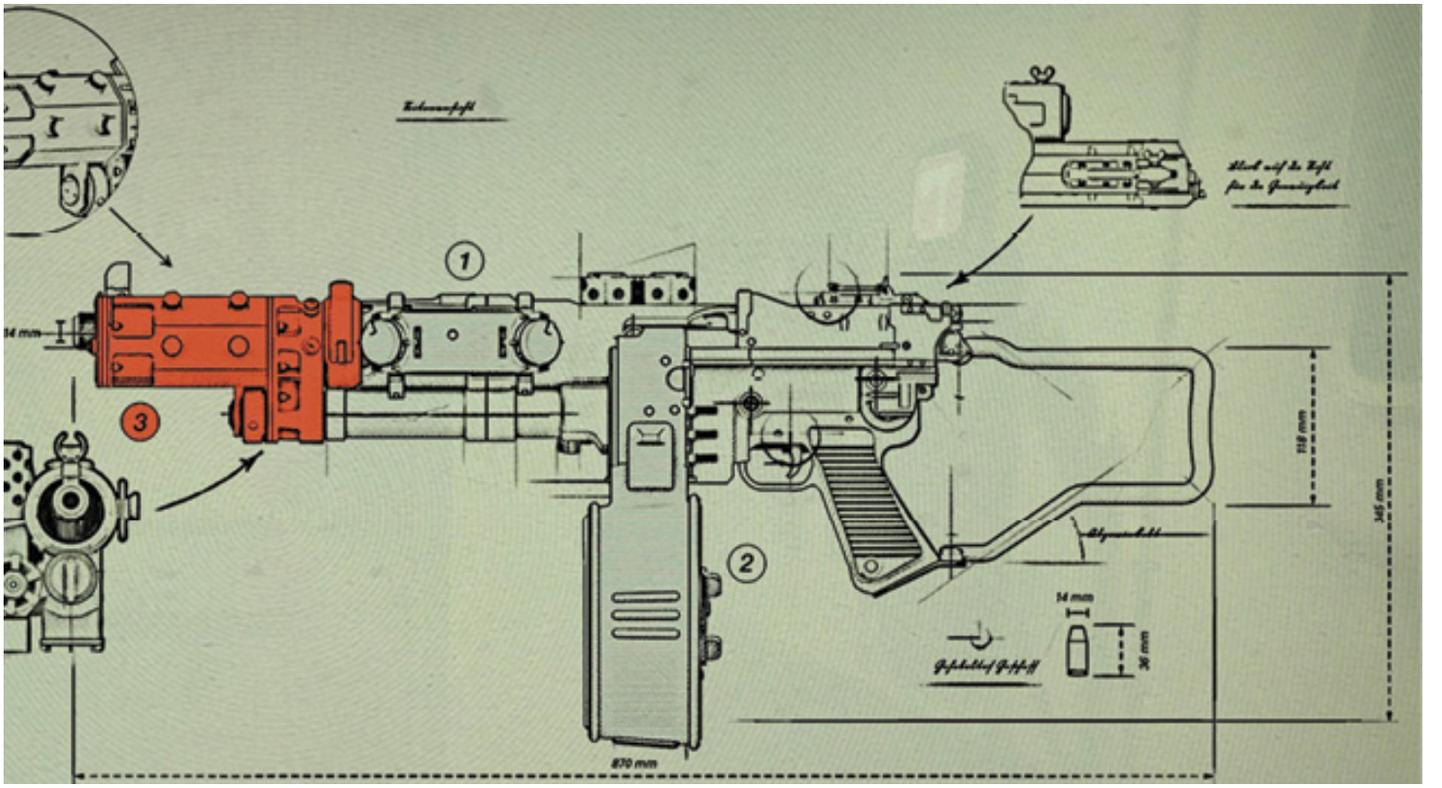
Bullets are heated before leaving the gun, decreasing rate of fire but increasing damage upon impact. This upgrade can be turned on/off at any time.

Integral Suppressor Upgrade



A Machinenpistole equipped with the Integral Suppressor fires silently. Highly efficient when sneaking through hostile areas.

Drum Magazine Upgrade



Doubles the Machinenpistole magazine capacity.

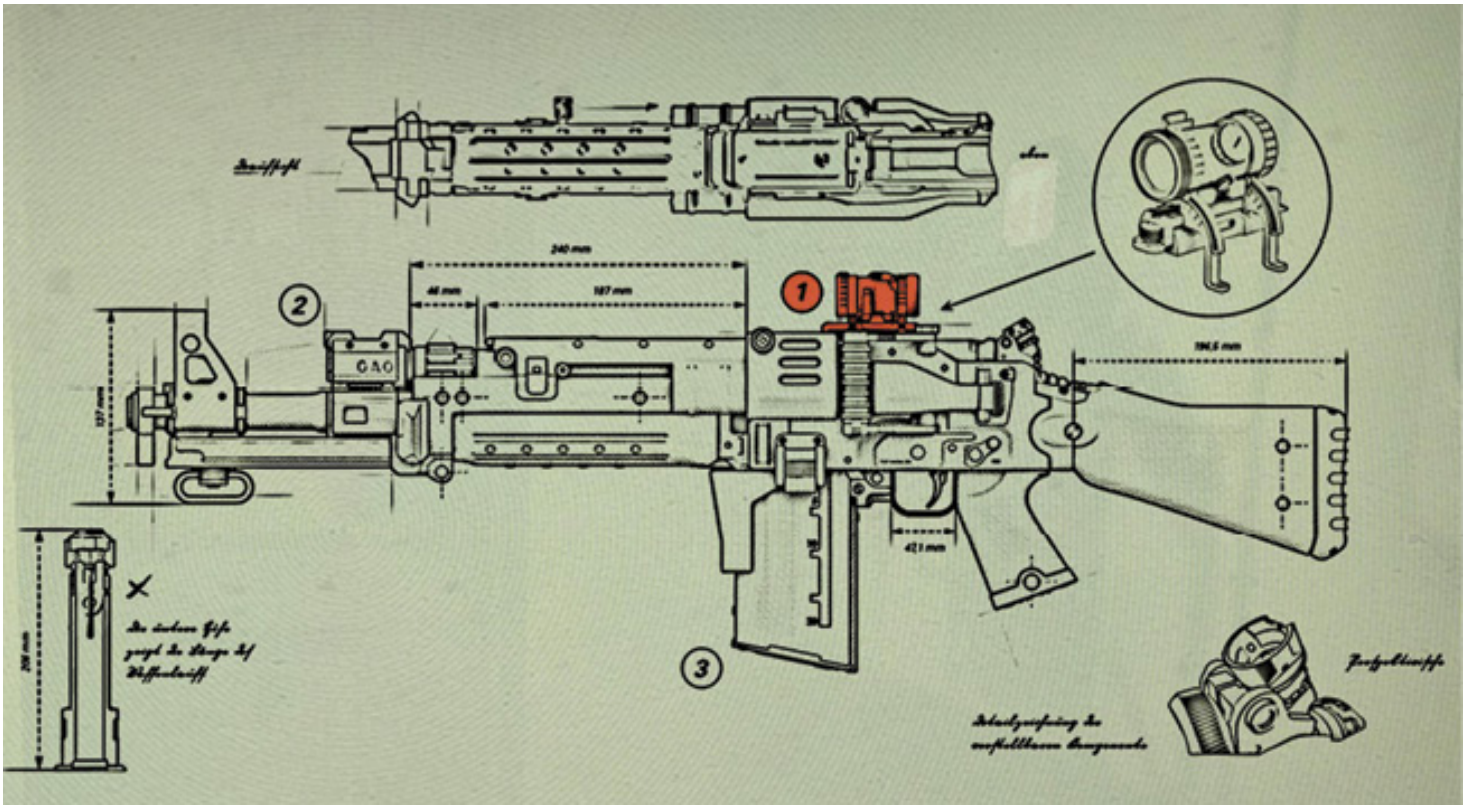
Notes

This high-rate-of-fire submachine gun uses Pistole-caliber ammo. While not as powerful as the Sturmgewehr, it's great for attacking unarmored and lightly armored enemies. Equip the Integral Suppressor Upgrade for stealth tactics. Combine the Integral Suppressor and Nailgun Upgrades to take on heavier enemies silently. Add the Drum Magazine to fire longer without having to reload.

STURMGEWEHR

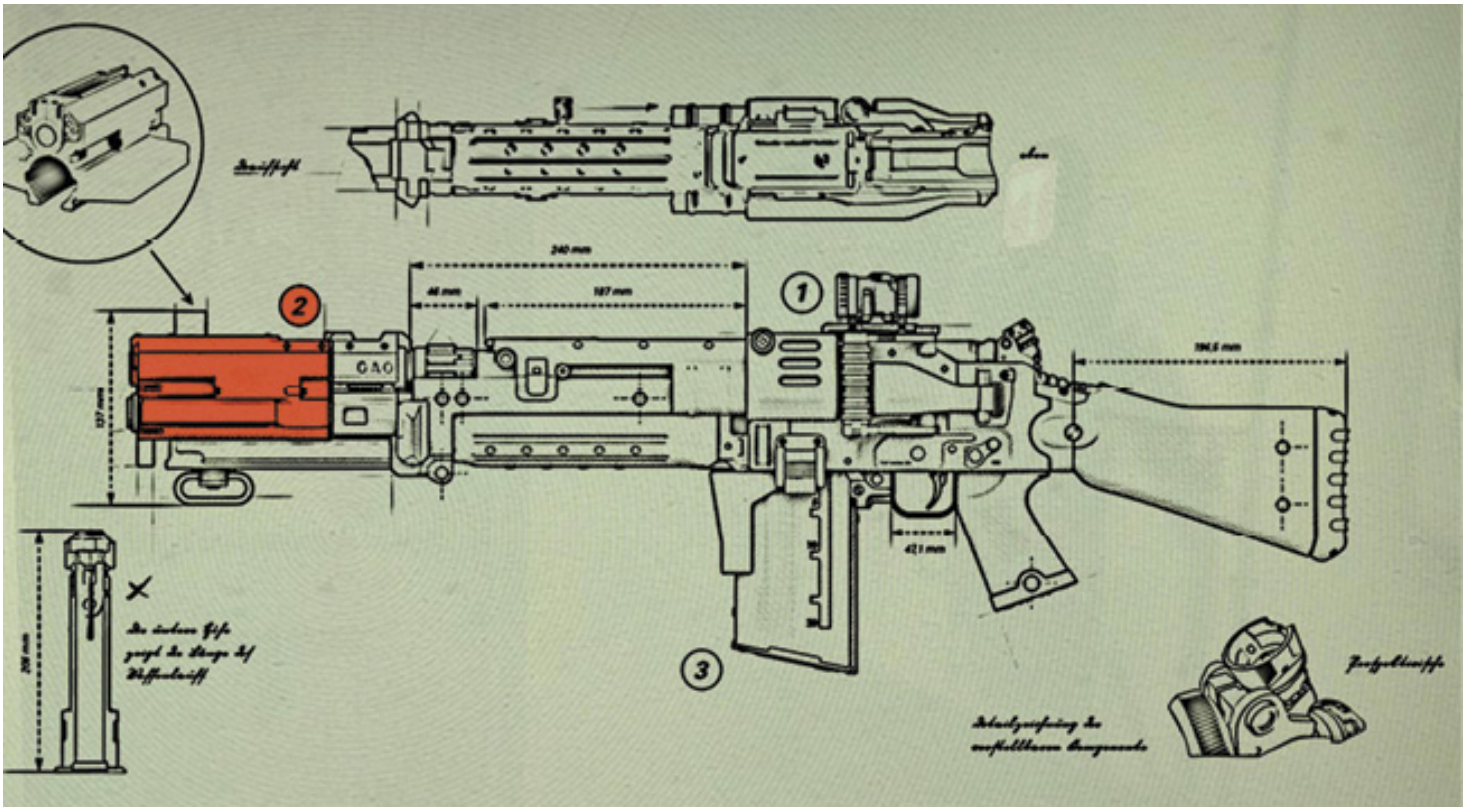
A high-caliber automatic rifle used by Nazi Elite Soldiers. Useful when taking on enemies at medium to long ranges.

Marksman Upgrade



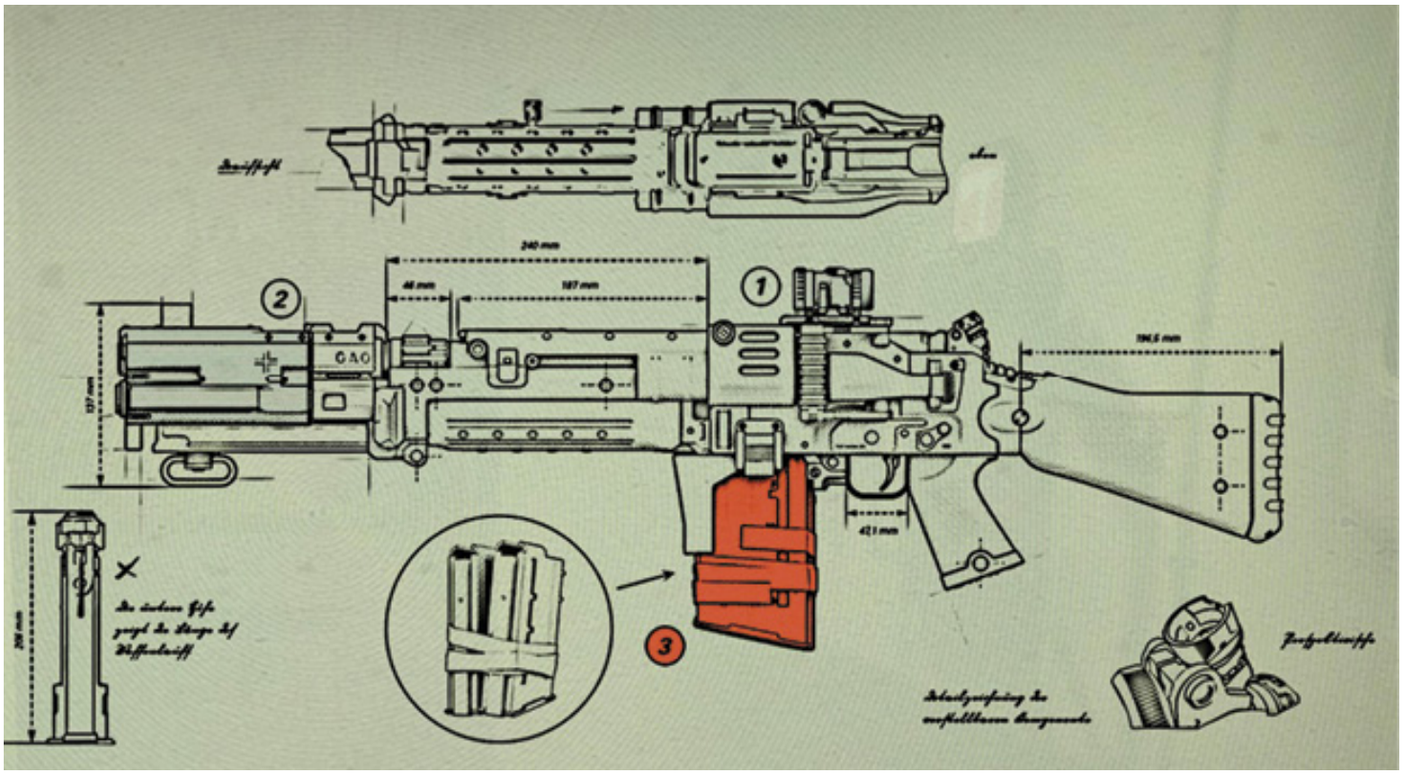
Increases accuracy and damage, but fires single-shot instead of fully automatic. This upgrade can be turned on/off at any time.

Armor Piercing Upgrade



Bullets pierce armor and thin sheets of metal. Highly efficient against heavily armored and mechanical enemies.

Jungle Magazine Upgrade



Double magazines taped together for a quick swap between the first two magazines instead of reloading.

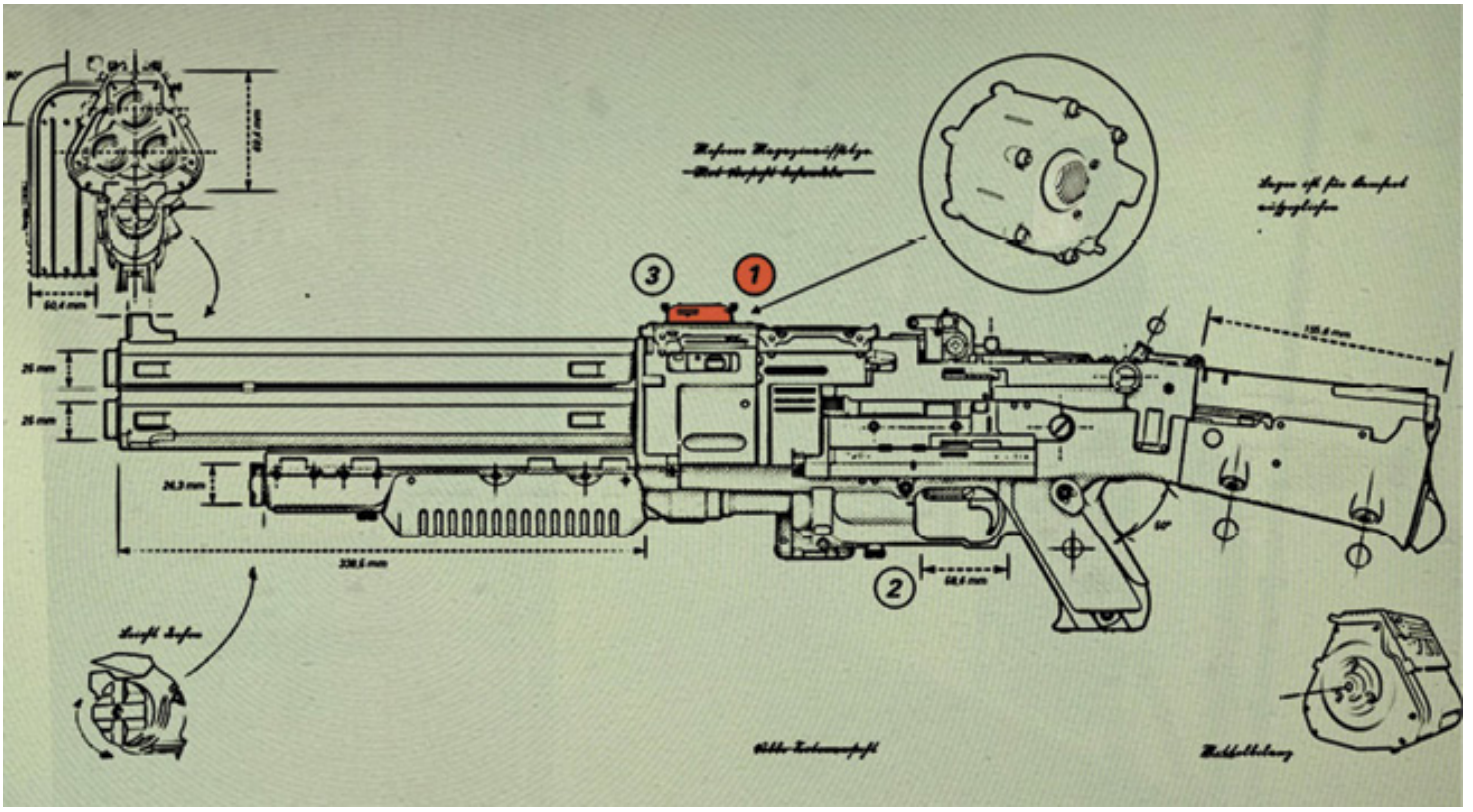
Notes

You encounter this assault rifle carried by heavier enemies as you advance further into the game. Its larger round inflicts increased damage. The trade-off is a slower rate of fire and a smaller magazine. After the first few missions, the increasing number of heavily armored foes you face means the Sturmgewehr becomes your primary weapon of choice. Add the Marksman Upgrade to make the weapon into a sniper rifle—great for long-range shots. Since the Sturmgewehr is single-shot, aim for the head and clear out enemies from a distance. The Armor Piercing Upgrade is a must, allowing you to eliminate targets with fewer shots. The Jungle Magazine Upgrade gives you a quick reload when you empty the first magazine—a nice bonus, but your upgrades are better spent on more advantageous options.

SCHOCKHAMMER

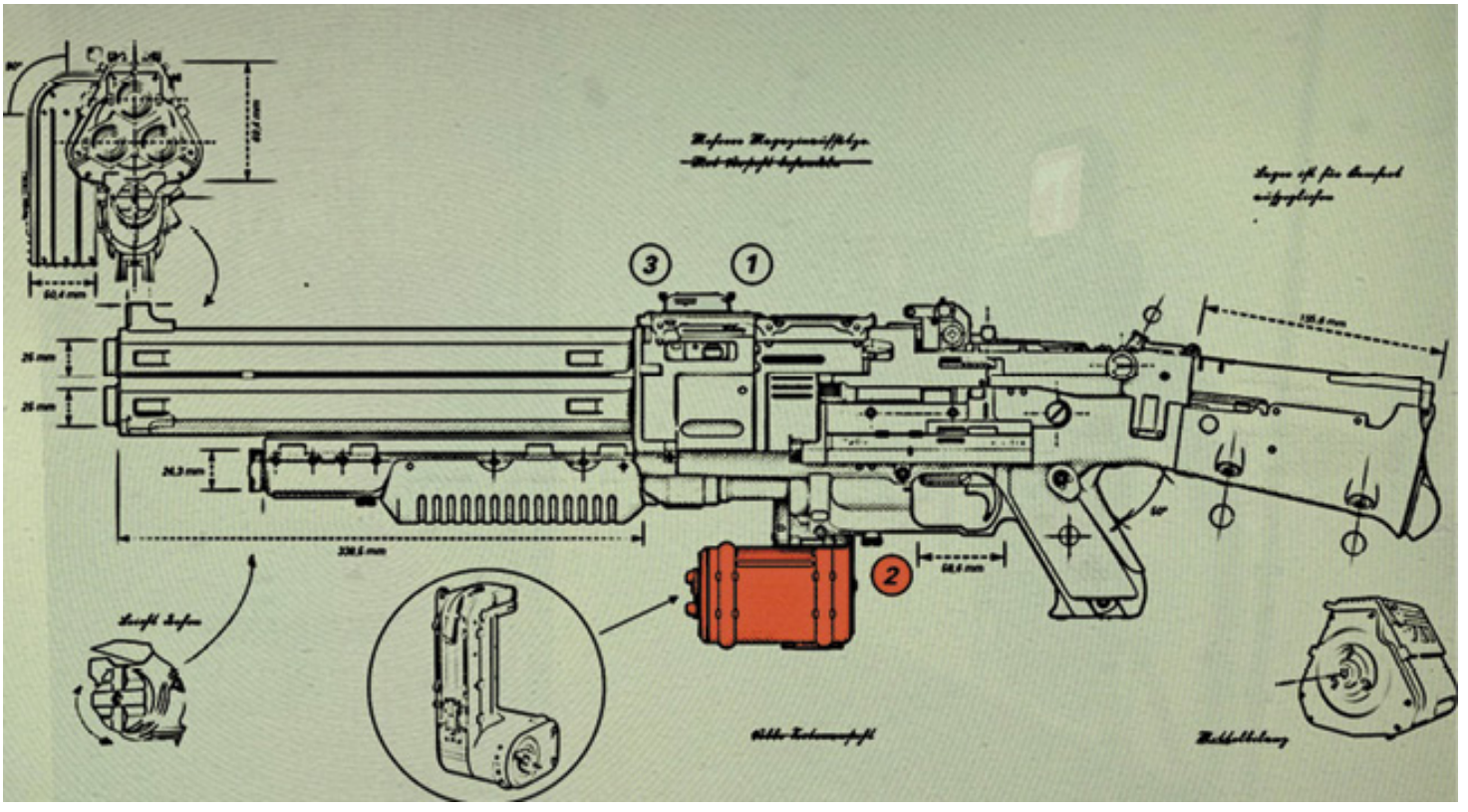
A heavy and extremely powerful triple-barreled fully automatic combat shotgun.

Rotor Upgrade



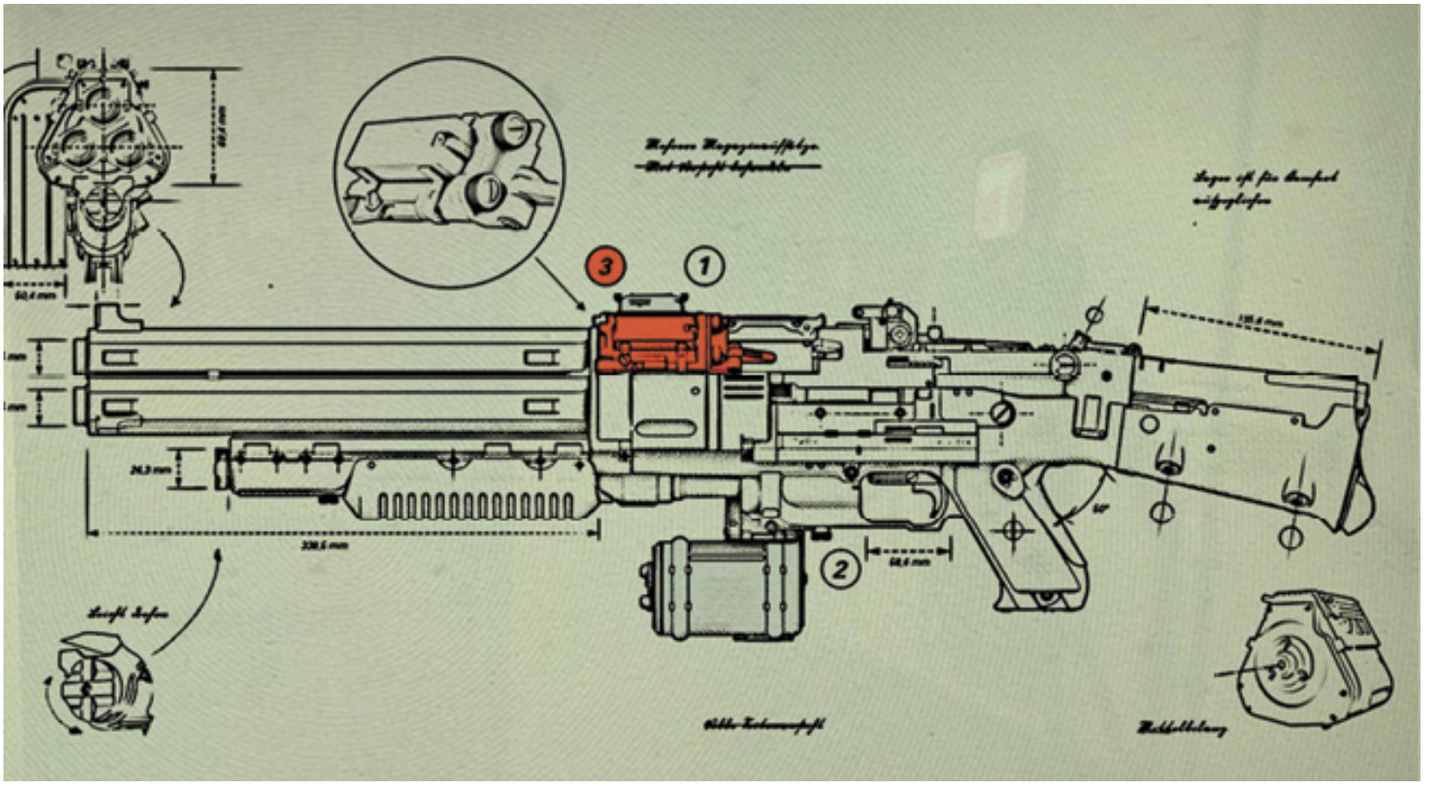
Rapidly loads all three barrels of the Schockhammer, allowing you to fire three shells at once for maximum damage output. This upgrade can be turned on/off at any time.

Extended Magazine Upgrade



Doubles the Schockhammer magazine capacity.

Ricochet Upgrade



Shrapnel ricochets upon hitting a hard surface, causing additional damage to nearby enemies.

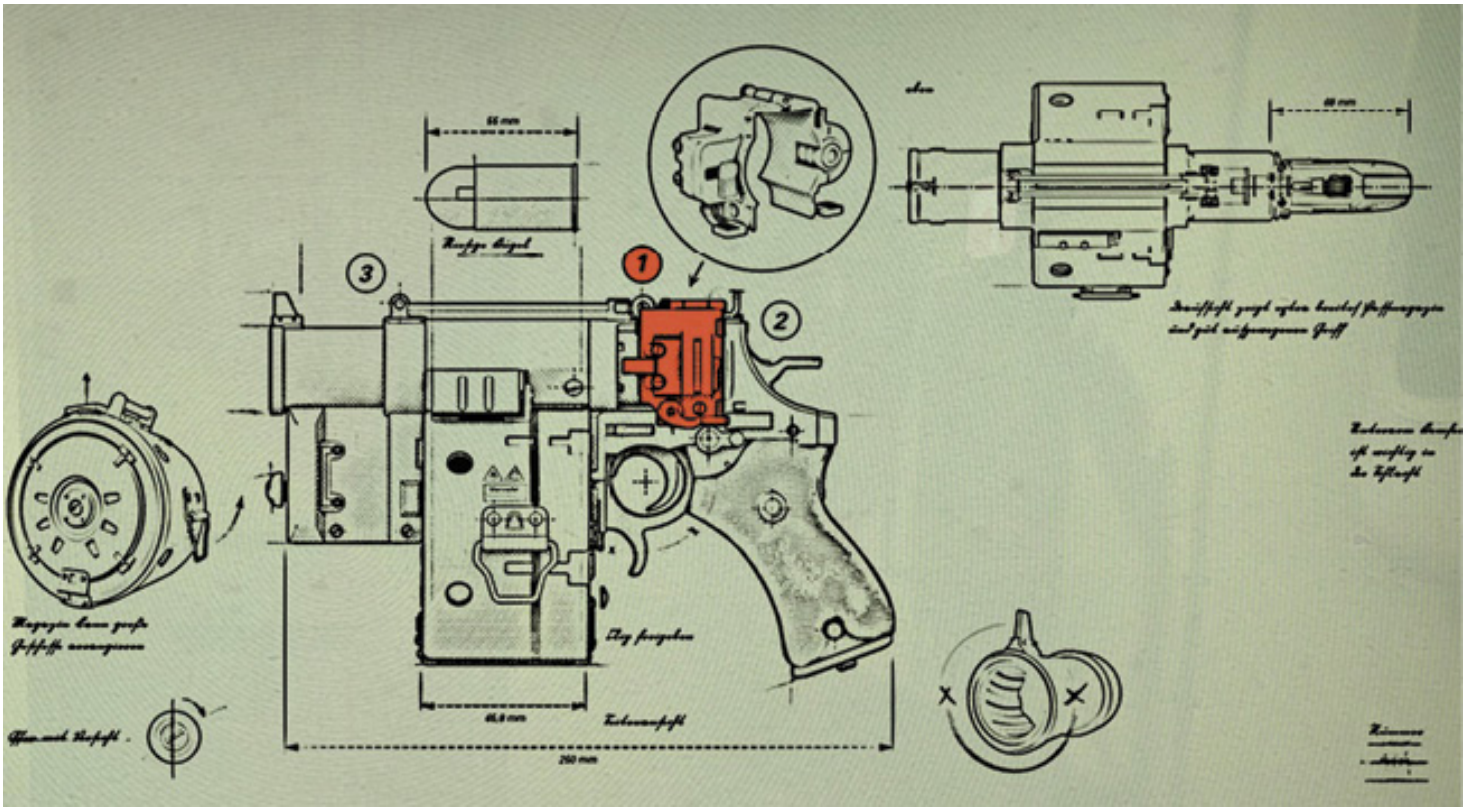
Notes

In narrow confines such as corridors or up close, the Schockhammer is the optimal weapon. Its damage decreases as range increases, so switch to another weapon for longer shots. The Rotor and Ricochet Upgrades make this weapon even more powerful. Try the upgraded version against SuperSoldaten at close range. A successful hit stuns them, preventing them from firing. Keep shooting until they're eliminated. If you use the Schockhammer a lot, the Extended Magazine might be worth your while, but it's not a necessity.

KAMPFPISTOLE

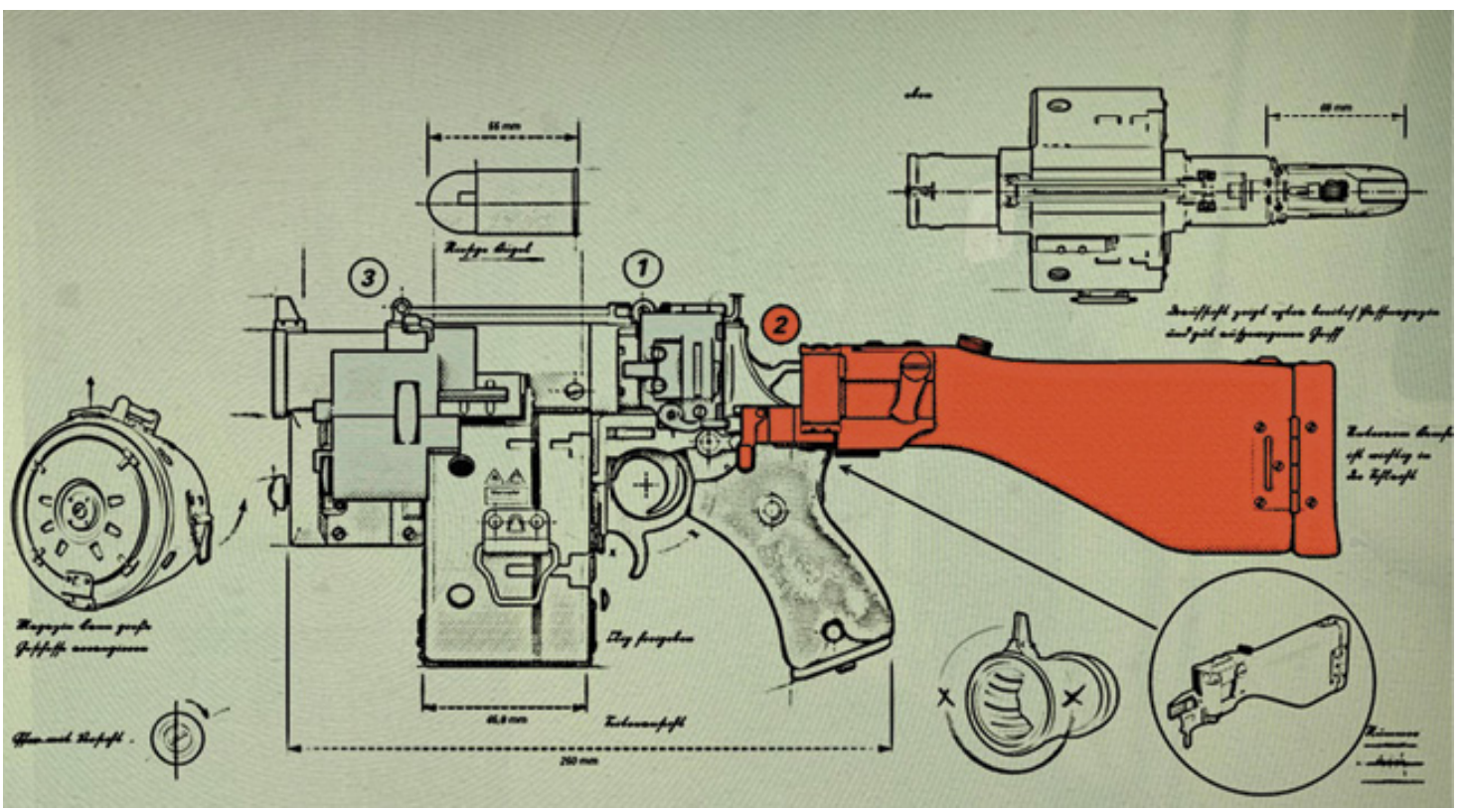
A single-shot handgun that fires high-explosive ammunition, useful for taking out multiple enemies simultaneously.

Rocket Upgrade



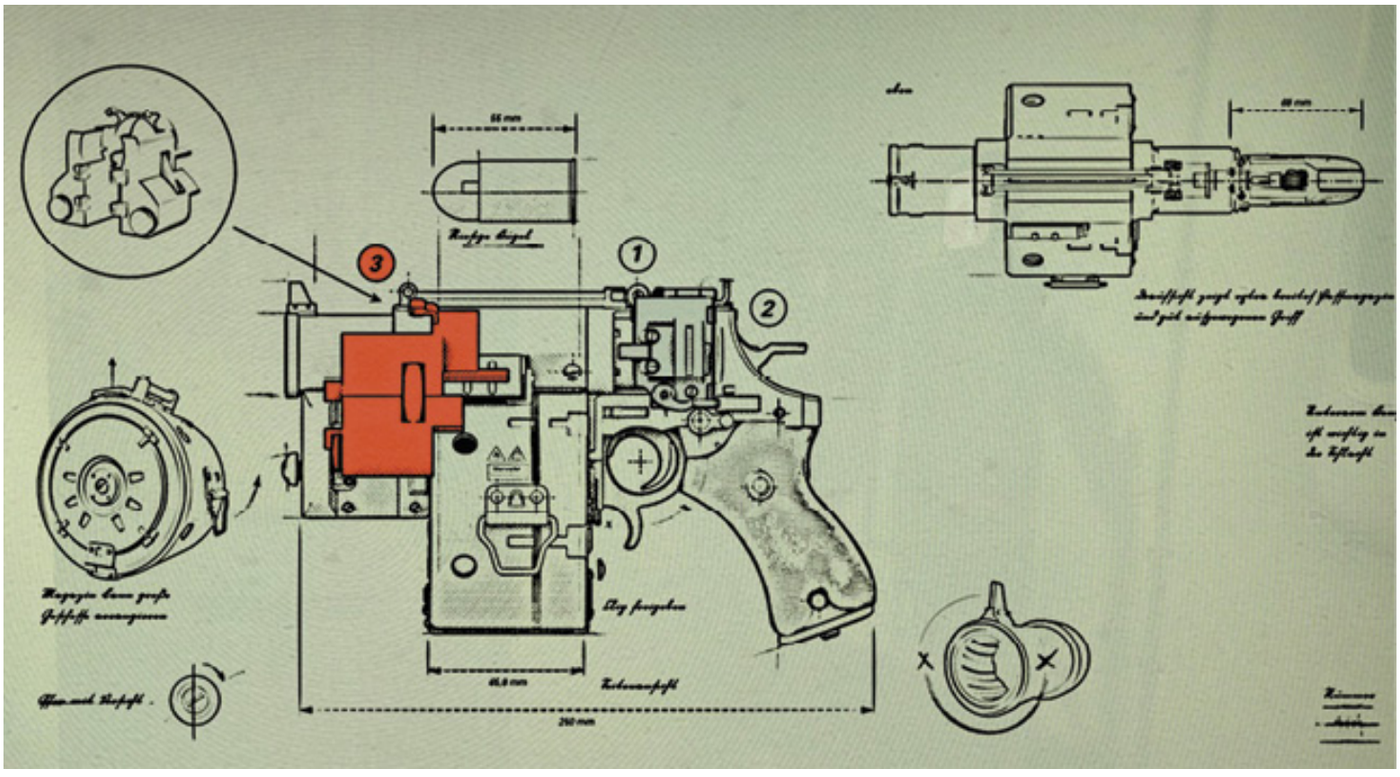
Grenades traverse straight forward and detonate on impact. This upgrade can be turned on/off at any time.

Shoulder Stock Upgrade



Changes gun grip to nearly eliminate recoil.

Spring Loader Upgrade



Hold the trigger to charge up and fire up to three grenades in a rapid sequence.

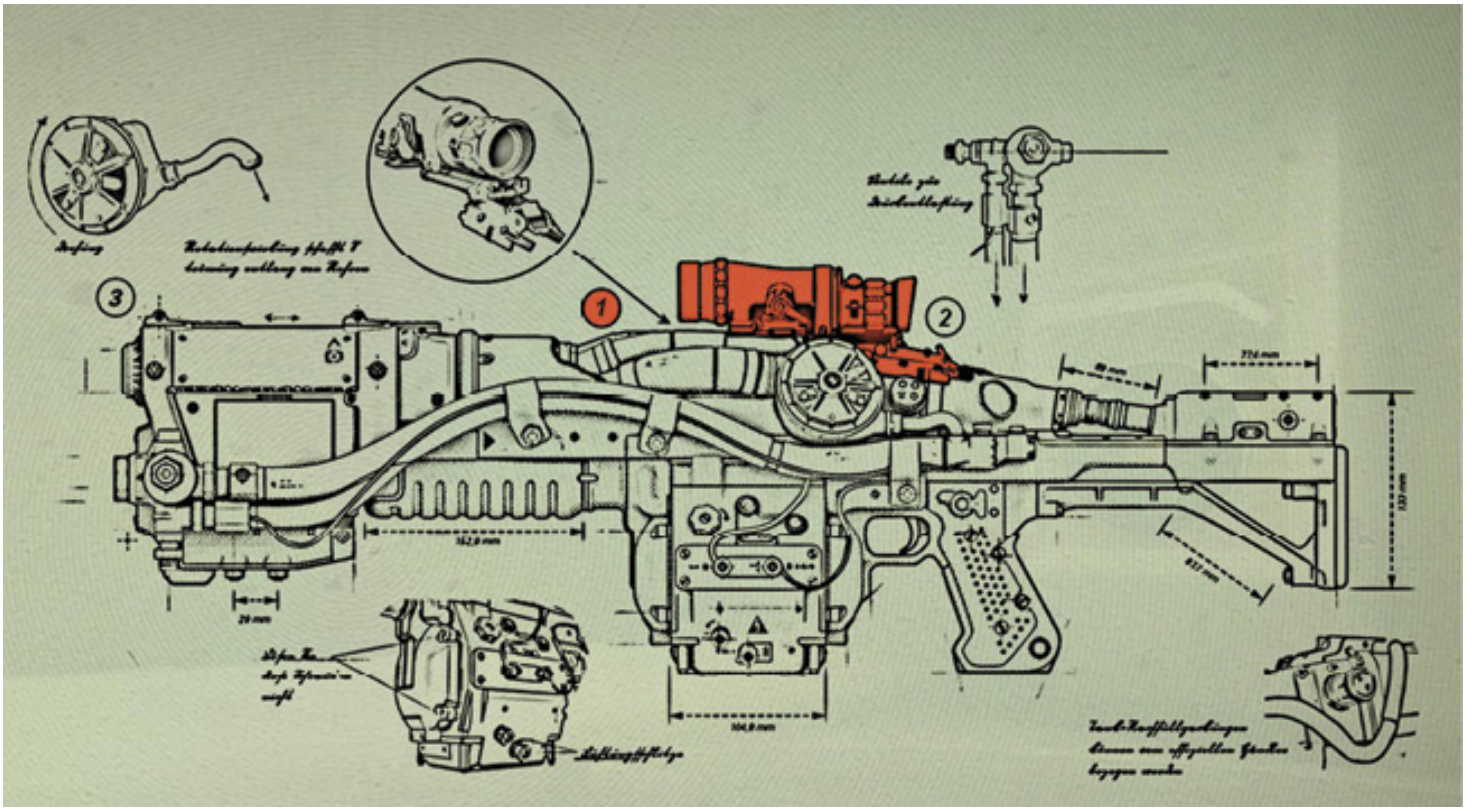
Notes

Think of the Kampfpistole as a mini grenade launcher. The downside is that you can only carry 12 rounds maximum. In normal mode, the Kampfpistole fires a round that bounces along the floor and eventually explodes when it hits a target. Adding the Rocket Upgrade increases accuracy, especially at longer ranges. The Spring Loader makes the weapon effective for taking out SuperSoldaten. Since ammo can be tough to come by, don't expect to use the Kampfpistole very often. For this reason, think carefully before spending upgrades on it. You can do without the Shoulder Stock.

LASERKRAFTWERK

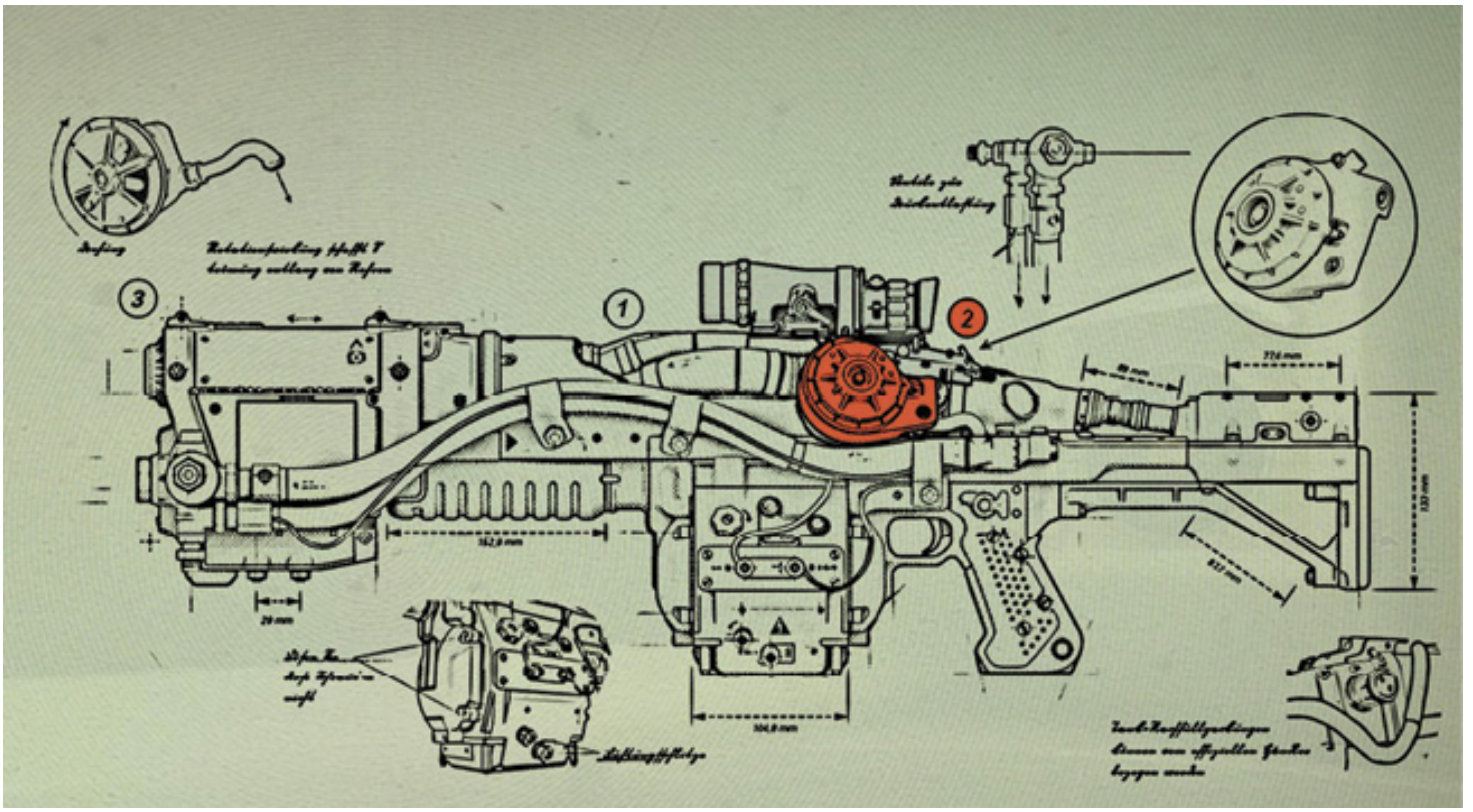
A weapon extremely efficient against heavily armored and mechanized units. Fires high-energy laser beams and has the ability to melt thin sheets of metal.

Scope Upgrade



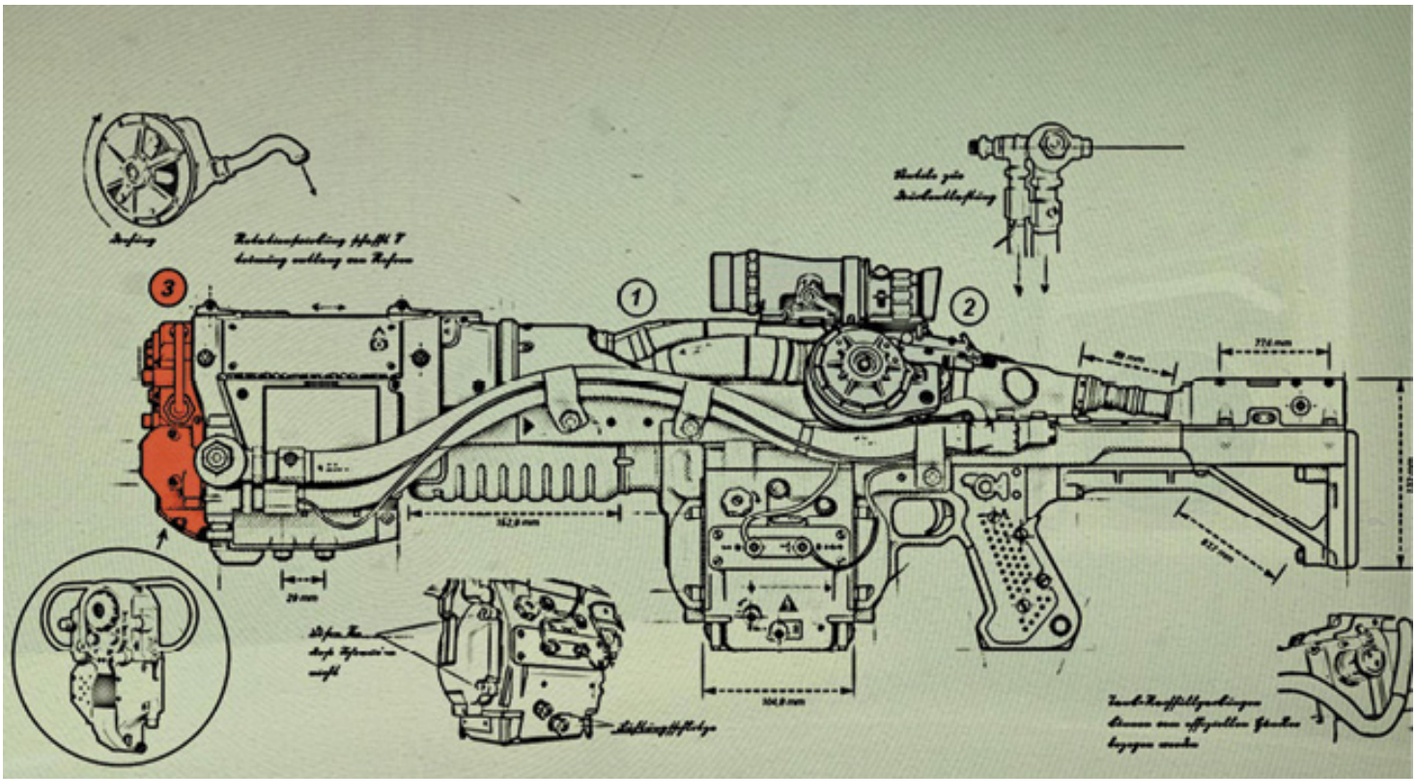
Enhances zoom when aiming.

Battery Upgrade



Doubles battery power capacity.

Super Charge Upgrade



Hold the trigger to charge up and fire extremely powerful laser beams.

Notes

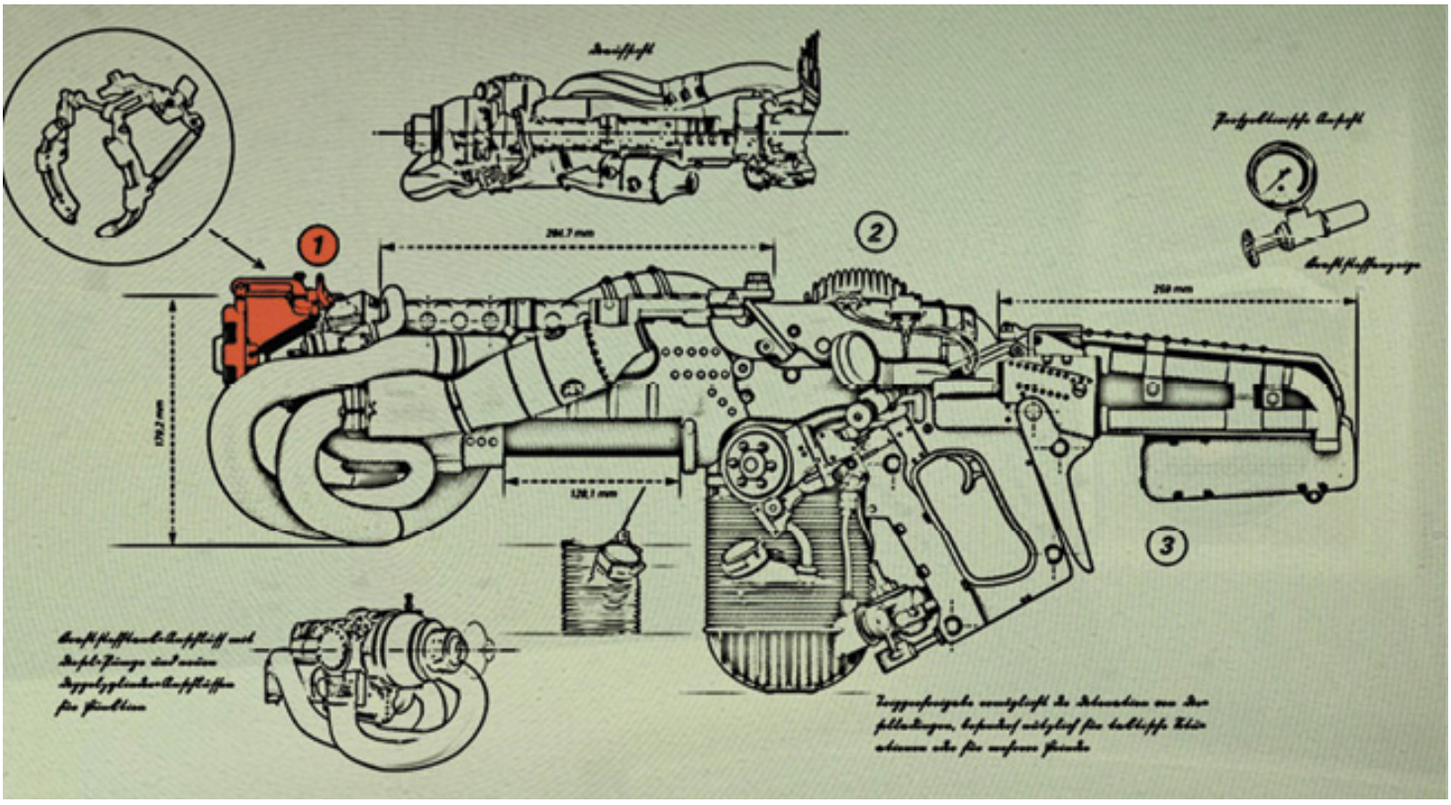
You get the Laserkraftwerk if you choose to save Fergus at the start of the game. It's a bit tougher to use than the Dieselkraftwerk since you have to fire a beam constantly at a target, which can be difficult if the target is moving. However, it beats the Dieselkraftwerk for long-range fire. Its charge runs out quickly—dangerous in a firefight—so opt first for the Battery Upgrade. If you combine that with the Scope and Super Charge Upgrades, this weapon becomes quite formidable. As you advance through levels, look for charging stations or batteries lying around. Take these opportunities to practice with the Laserkraftwerk, then charge up before continuing. The Laserkraftwerk is best saved for SuperSoldaten and other heavily armored enemies.

DIESELKRAFTWERK

Fires small, sticky canisters filled with Nazi diesel. The canisters stick to walls and enemies and can be detonated remotely.

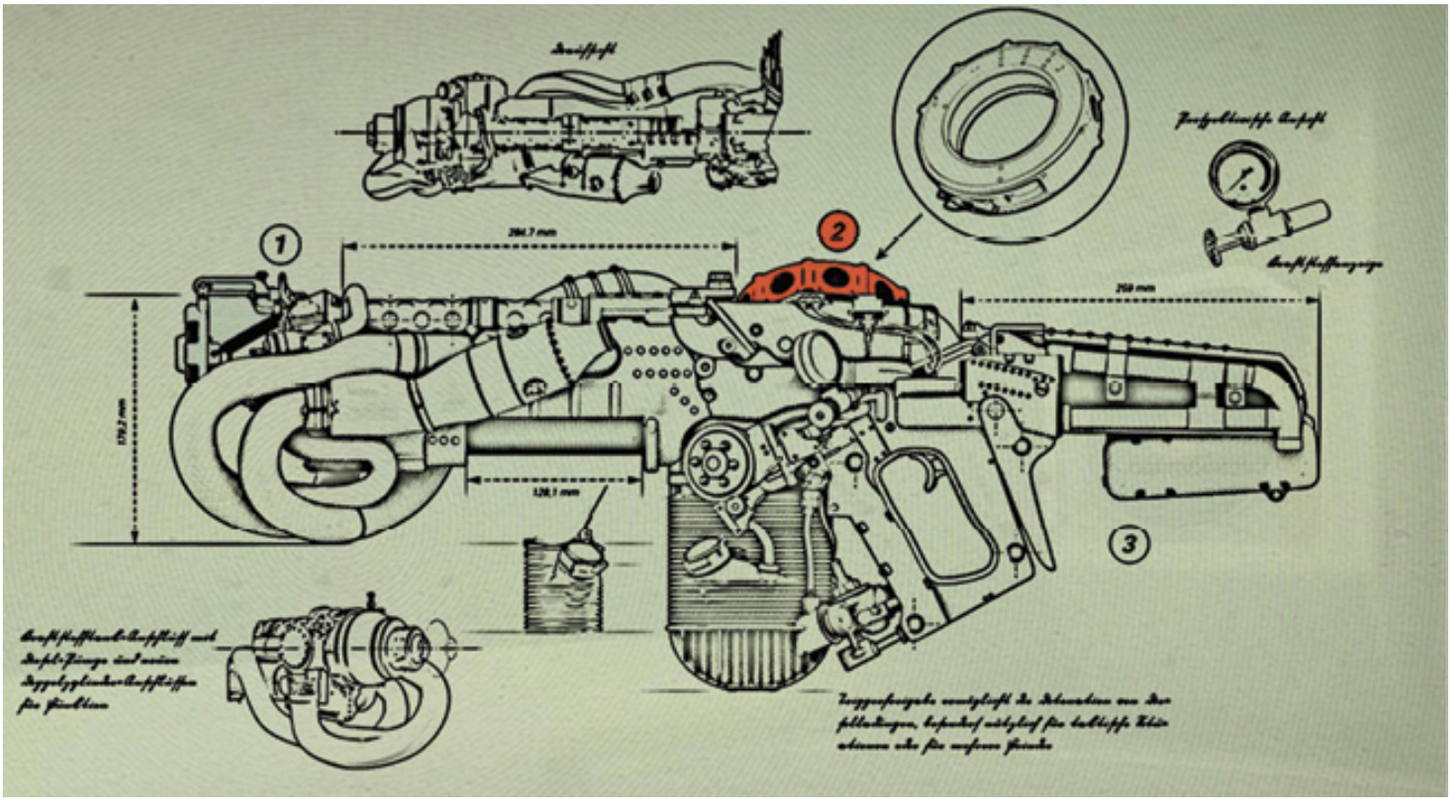
Useful for setting up trap scenarios before initiating a fight, and for breaking open doors and weak walls.

Ignition Muzzle Upgrade



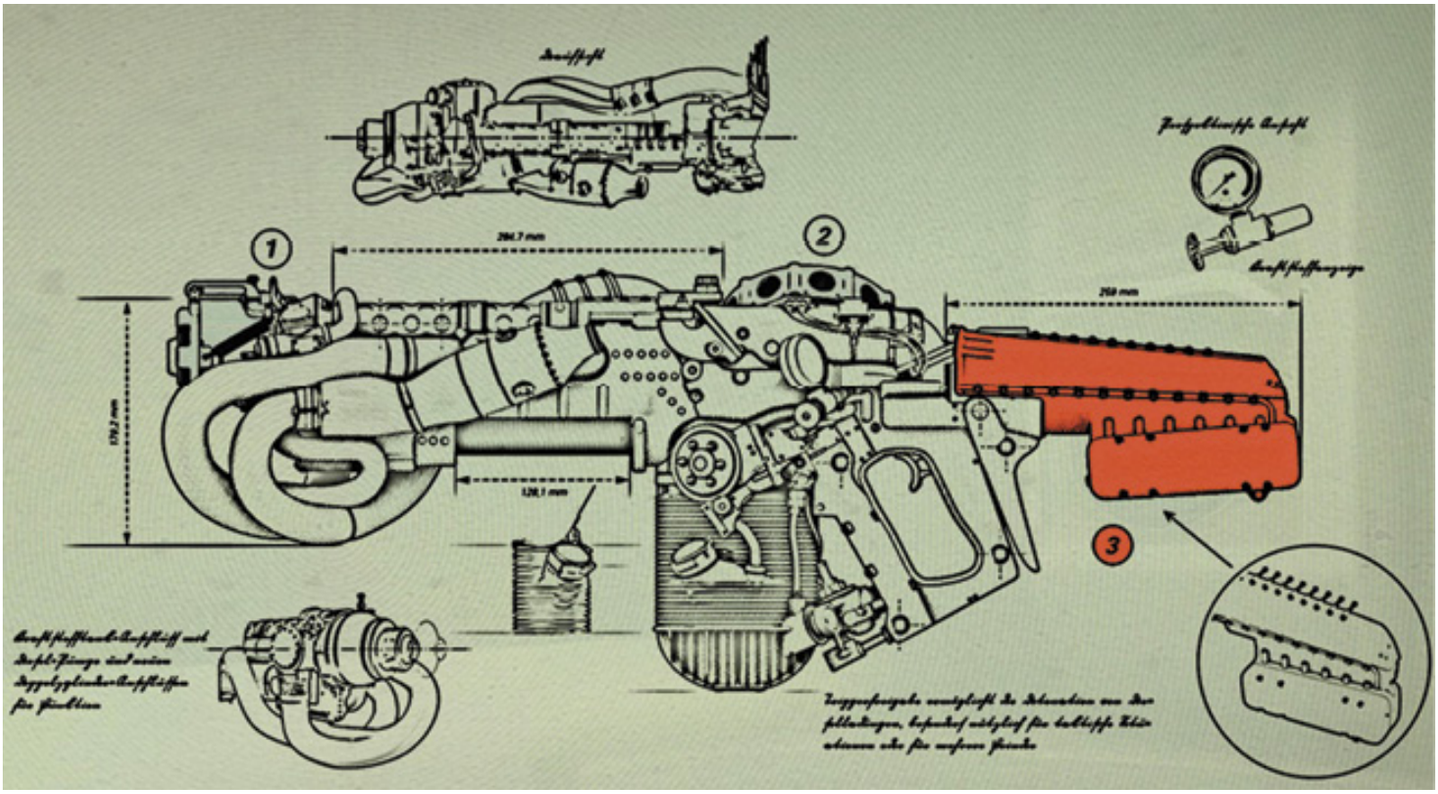
Ignites the diesel immediately upon leaving the gun.

Extended Tank Upgrade



Increases maximum ammunition capacity.

Super Charge Upgrade



Allows you to charge up and fire up to five diesel charges simultaneously.

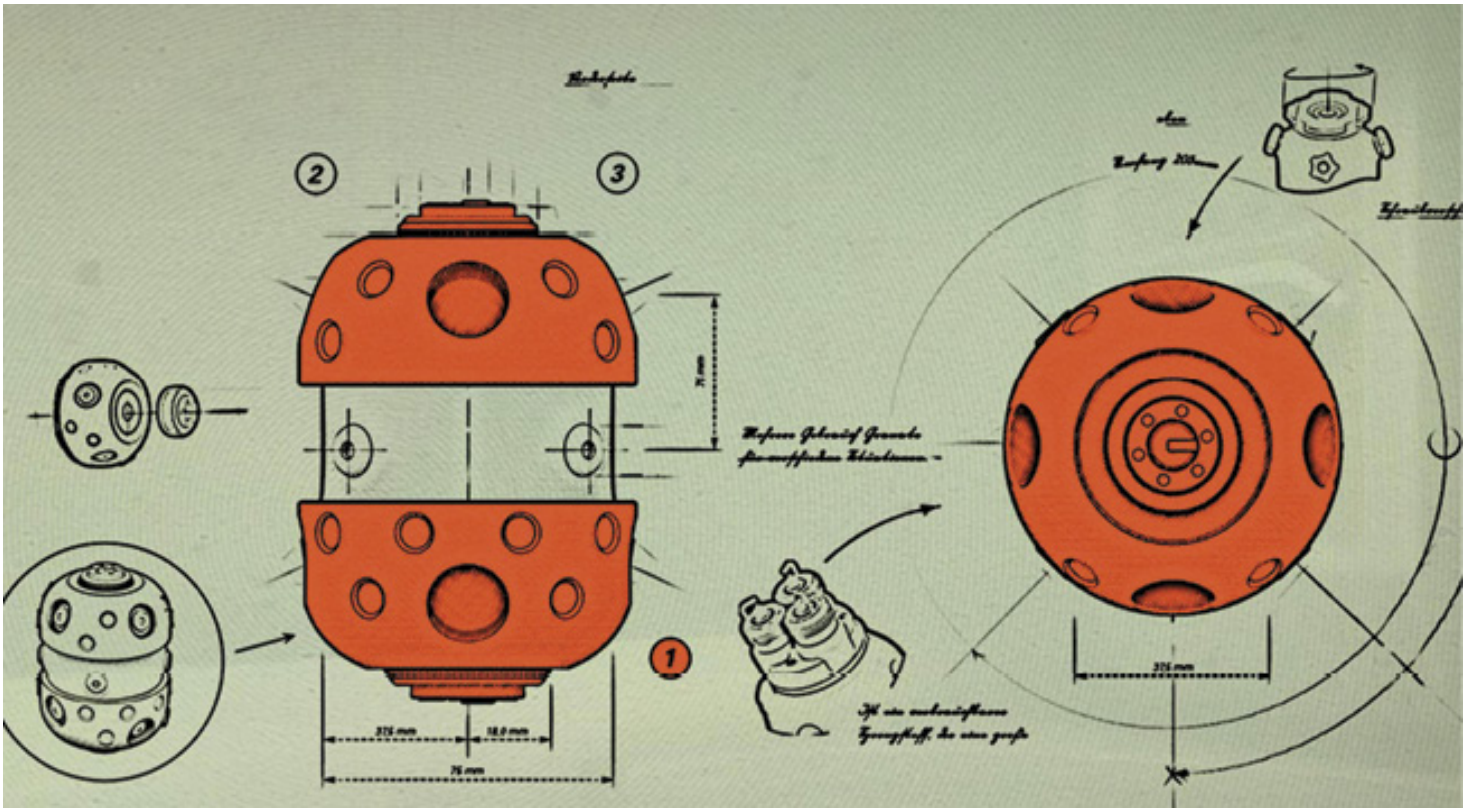
Notes

This is the heavy weapon you get if you save Wyatt at the start of the game. The Dieselkraftwerk's mechanics can be tricky until you get the hang of them. Use the right trigger to fire a round, then the left trigger to detonate. Try firing off several rounds and detonating them all at the same time—a good tactic for dealing with SuperSoldaten. Fire rounds at the floor or a wall to use as mines; detonate them when an enemy walks near. The Extended Tank should be your first upgrade for this weapon. The Ignition Muzzle turns the Dieselkraftwerk into a Flamethrower, useful when attacking groups of enemies. Super Charge may come in handy against the most powerful of enemies, but otherwise it's overkill. Against most enemies, you can fire off five rounds in quick enough succession without this upgrade and get the job done just fine. As you advance through levels, keep an eye out for diesel stations. Take these opportunities to practice with the Dieselkraftwerk, then refuel before continuing.

HANDGRANATE

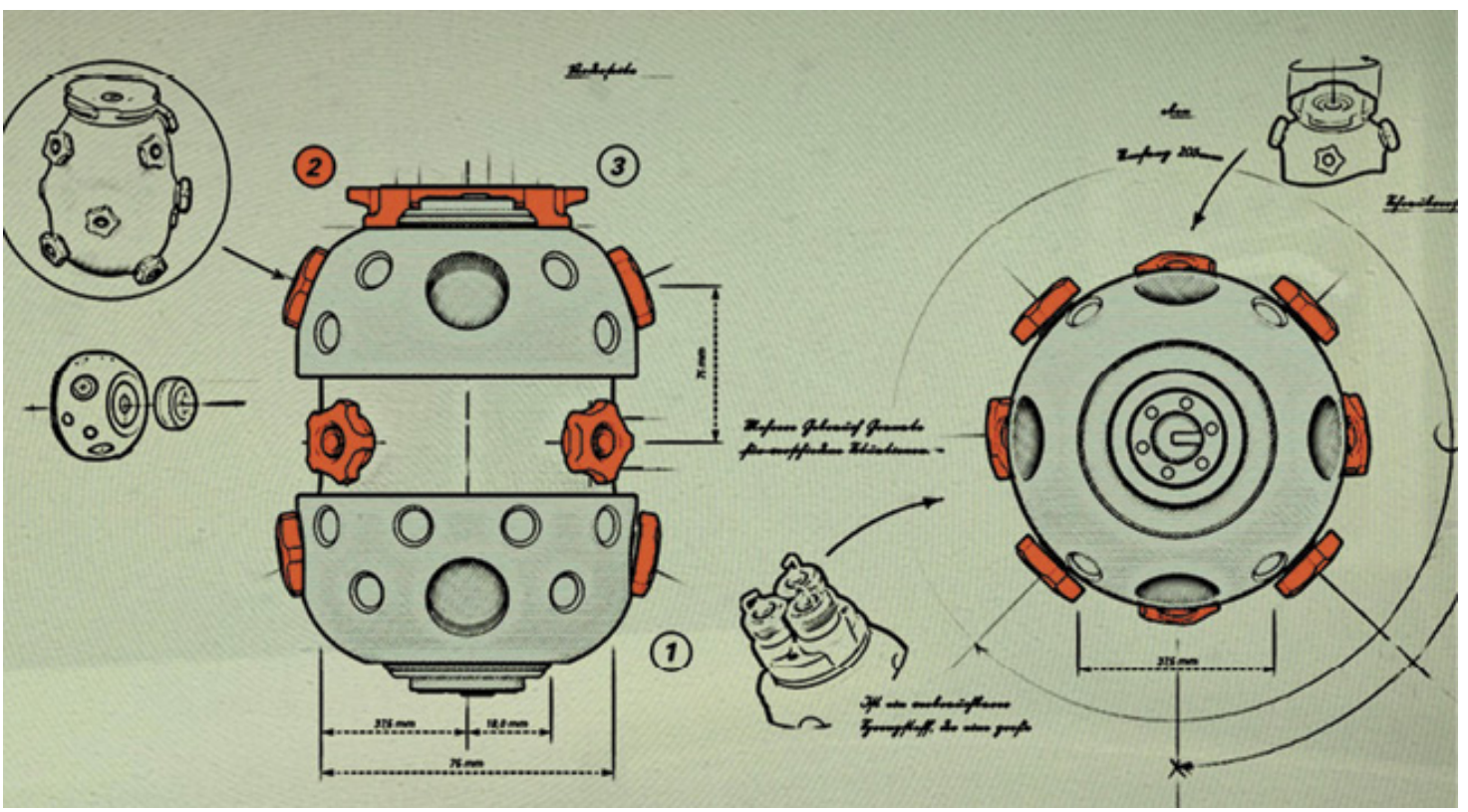
A high-explosive grenade thrown by hand. Detonates after a short time rather than on impact.

Shrapnel Upgrade



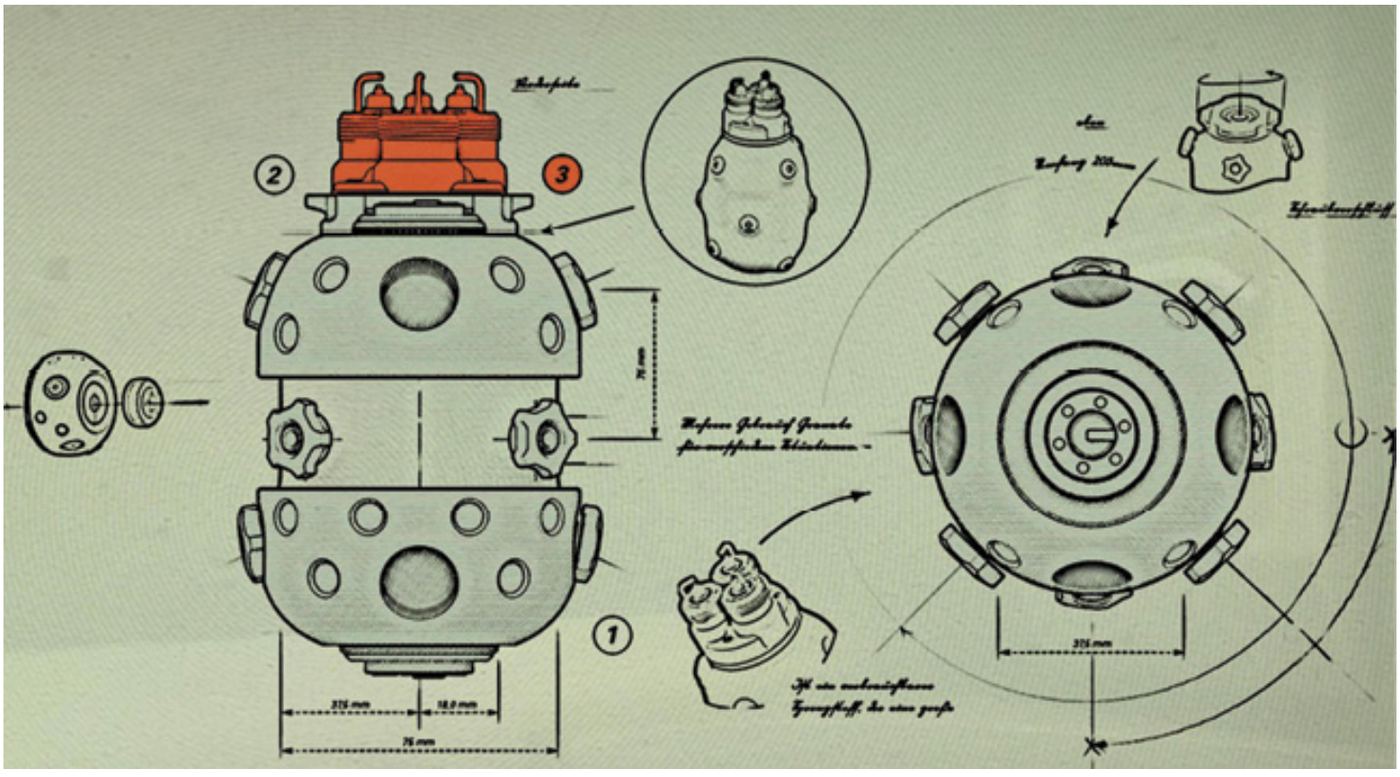
When thrown, the Frag Grenade breaks into high-velocity metal fragments, shredding nearby enemy skin and bones.

Diesel Upgrade



When thrown, the Diesel Grenade ignites a wide radius of fire, burning anyone within its area of effect.

Electric Upgrade



When thrown, the Electric Grenade emits an electromagnetic pulse, disabling all electronics within its blast radius for a short period of time.

Notes

Handgranate are ideal for clearing out groups of enemies. Since foes usually scatter when you throw one, try tossing a Handgranate to break up a massed attack against you. At the start of the game, you can carry three grenades; increase your capacity by earning Perks. Use the Electric Upgrade against ÜberSoldaten and other robotic enemies. It doesn't destroy them, but it stuns then for a while, allowing you to attack without taking fire. The stun effect has the added benefit of keeping ÜberSoldaten in one place, making it easier to hit and destroy them. Both the Shrapnel and Diesel Upgrades increase the damage inflicted by the grenade. Shrapnel damage is instantaneous, while Diesel damage continues over a short time until the flames burn out.

HATCHET

The hatchet can easily become your best friend. It never runs out of ammo and is very deadly. This melee weapon can kill most enemies lighter than a SuperSoldat with a single hit. It's even effective against ÜberSoldaten. To use the hatchet, get in close to an enemy so the reticle changes to a hatchet icon, then attack. Sneak up on an enemy from behind and use the hatchet to perform a takedown. This makes no noise and neutralizes the target before they're able to make a sound or otherwise react. Unless another enemy sees you during the attack, a successful stealth takedown doesn't alert nearby enemies.

Collecting a second and subsequent hatchets allows you to throw them. Bear in mind that you can't throw your last hatchet, only your extras. Thrown hatchets can be recovered from the environment or the corpses of your victims. Don't waste a good weapon by leaving it lying around. A hatchet throw is also a silent attack, so use this tactic to dispatch enemies when you can't get close enough for a stealth takedown.

HEAVY WEAPONS

You can pick up some weapons from turrets or defeated enemies such as SuperSoldaten. These are literally heavy and slow down your movement; you can't sprint while carrying them. When you switch to another weapon, you automatically drop heavy weapons; you can't carry them on your person like you do other weapons. As a general guideline, pick up one of these weapons when you find it, then use it until it runs out of ammo.

Hammergewehr

The Hammergewehr fires shotgun shells in super-rapid succession by utilizing four barrels. Think of this as the ultimate Schockhammer. It chews through enemies like a whole bunch of hot knives through butter. It's basically a heavy machine gun.

Lasergewehr

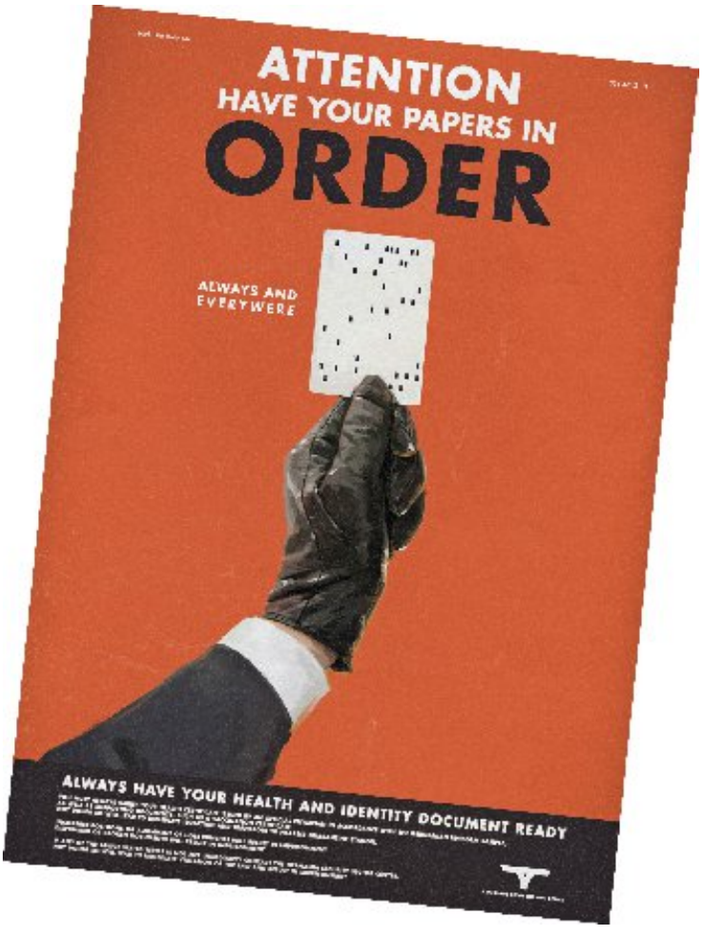
The Lasergewehr fires a high-energy laser beam that, if focused on one spot, can overheat thin sheets of metal until they melt. It fires its laser beam continuously until it runs out of power. Aim it at heavy enemies and keep firing until the targets are destroyed. You can recharge the Lasergewehr a charging stations.

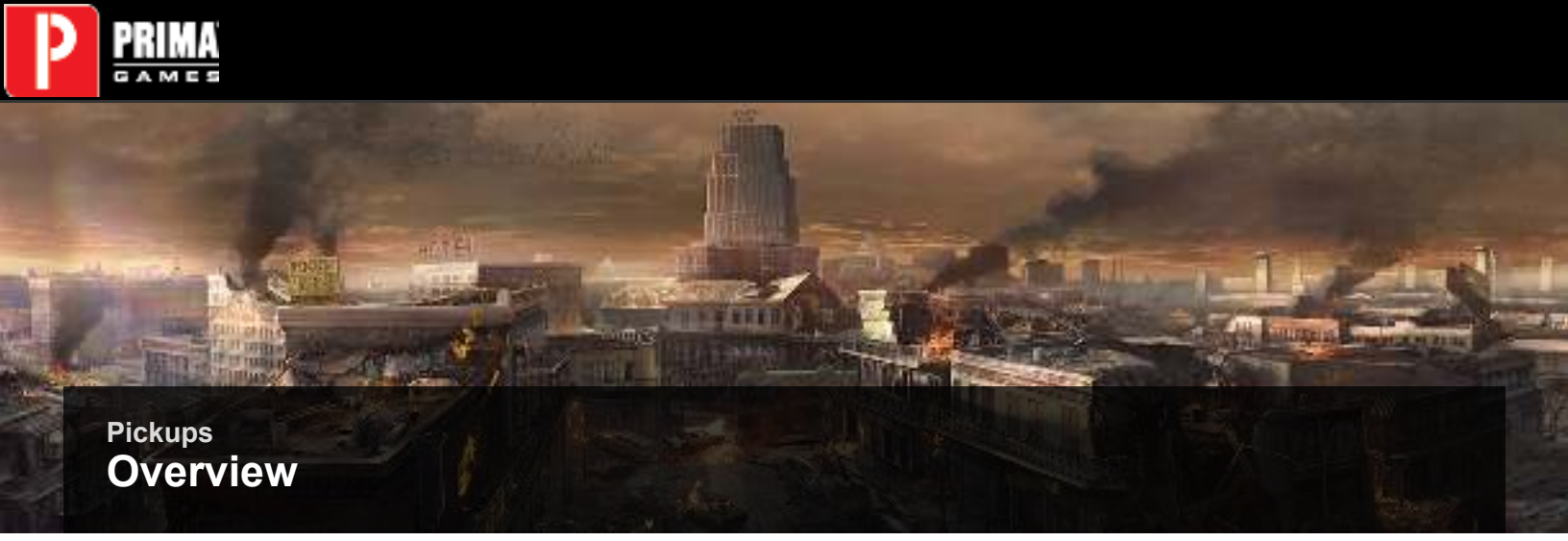
Dieselgewehr

The Dieselgewehr is a literal Flamethrower. It launches ignited diesel through the air at high velocity. In confined areas, when facing multiple enemies, this weapon is devastating. One hit takes out most enemies, while more heavily armored threats such as SuperSoldaten require more time before their protection is melted through. Refuel the Dieselgewehr at diesel stations.

Übergewehr

Maximum power! Charge the weapon with diesel and ignite it with a laser to fire the über-shot. This combination of a Lasergewehr and a Dieselgewehr brings together the best of both worlds.

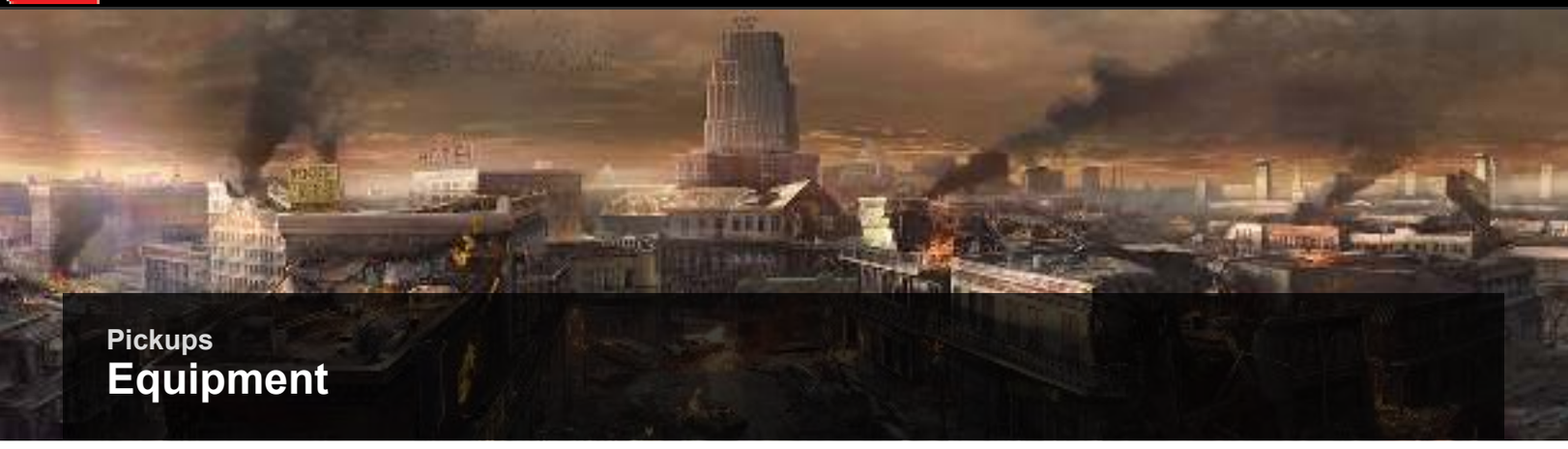




Pickups

Overview

Pickups are divided into two categories: equipment and Collectibles. Equipment serves a functional purpose in-game, granting positive effects and boosts to your stats. Collectibles, meanwhile, serve to forward the story and fill in pieces of the plot. Hunting these down doesn't keep you alive, but they add to the overall enjoyment of the game.



HEALTH PICKUPS

Health pickups add HP to your health. If you've taken damage, health pickups refill your health. If you're already at 100% health, grab more of these pickups to increase your health up to twice its normal maximum level. This bonus, called a health overcharge, deflates over time, back to the normal range.

STATS

TYPE	HP
Micro	5
Mini	10
Small	20
Medium	40
Large	100

FIRST-AID KITS

➤ Small

➤Small (Old)

➤ Medium

➤ Large

FOOD

ITEM	HEALTH
Protein Cube	Micro
Bread	Micro
Cheese	Micro
Doughnut	Micro
Pretzel	Micro
Hamburger	Micro
Hot Dog	Micro
Cake	Mini
Chicken	Mini
Soup	Mini
Ribs	Mini
Breakfast	Mini
Steak	Mini
Bacon & Eggs	Mini
Dog Food	Small

ARMOR PICKUPS

Grab armor pickups to boost your defense. Armor partially absorbs damage whenever you come under attack. After taking damage, build your armor reserves back up by picking up more armor.

➤ Soldier Helmet

Defense: 10

➤Elite Helmet

Defense: 15

➤ Light Armor

Defense: 25

➤ Medium Armor

Defense: 50

➤ Heavy Armor

Defense: 100

AMMO PICKUPS

Each ammo pickup corresponds with a certain weapon. Expect to see these stationed more frequently around earlier levels, becoming sparser as you progress through the story. There are plenty of times when the weapon you end up using for a situation is dictated more by what ammo you have available than by what's ideal. Grab all the ammo pickups you come across, plus any ammo dropped by enemies.

PISTOLE AMMO

➤ Small

➤ Medium

SCHOCKHAMMER AMMO

➤ Small

➤ Medium

MACHINENPISTOLE AMMO

➤ Small

➤ Medium

STURMGEWEHR AMMO

➤ Small

➤ Medium

KAMPFPISTOLE AMMO

➤ Small

➤ Medium

HEAVY WEAPON AMMO

➤ Dieselkraftwerk Fuel Cell

Used to refuel your Dieselkraftwerk. Also be on the lookout for refueling stations positioned throughout your mission, which serve the same purpose.

➤ Laserkraftwerk Battery

Used to recharge your Laserkraftwerk. Also be on the lookout for recharging stations positioned throughout your mission, which serve the same purpose.

HANDGRANATE AMMO

ACHTUNG!
3,5 to